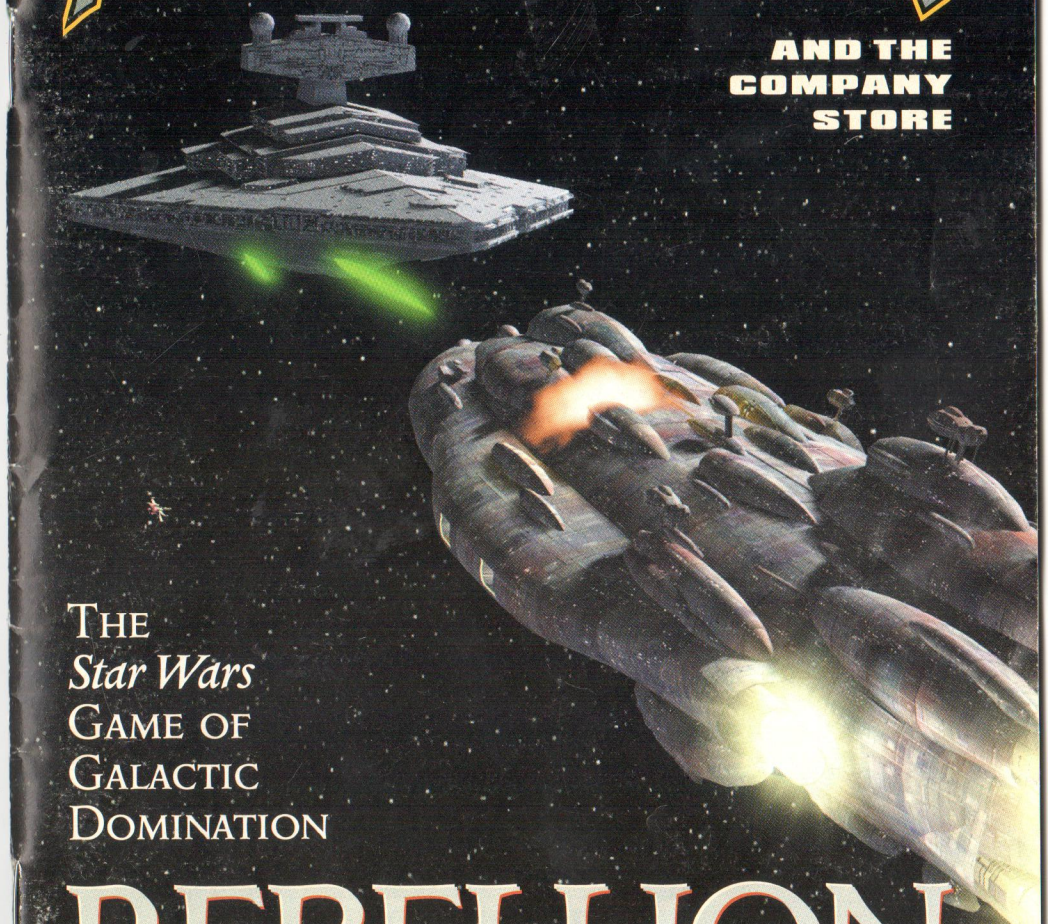
NUMBER 14 WINTER 1996

THE ADVENTURER™

AND THE COMPANY STORE



THE *Star Wars* GAME OF GALACTIC DOMINATION

REBELLION

LUCAS Arts

Dear Adventurer Welcome to the winter 1996 edition of *The Adventurer*! This issue represents a couple of firsts, one second and a third. **Rebellion** is LucasArts' *first* strategy game for the *Star Wars* universe. **The LucasArts Archives Vol. II: The Star Wars Collection** is the *second* in a series of classic game compilations. **The Curse of Monkey Island** is the highly anticipated *third* installment of the hilarious Monkey Island game series. Oh, and by the way, this is my *first* issue as editor of *The Adventurer*.

In addition to *The Adventurer's* regular features, you'll find information about **X-Wing vs. TIE Fighter**, hints and tips for **Afterlife** and updates on LucasArts' next generation console games for Sony PlayStation and Sega Saturn. Finally, you'll be taken on an exclusive behind-the-scenes tour of LucasArts' Internet website, where you'll find out the latest about the site's offerings, including *Yoda's Help Desk*, a new interactive technical support feature.

Happy Adventuring!
Tom Sarris
Editor-in-Chief

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SHIVER ME TIMBERS! LECHUCK'S BACK AND HE'S DEADER THAN EVER IN THE SWASHBUCKLING MONKEY ISLAND SERIES SEQUEL,

THE CURSE OF MONKEY ISLAND™

by Tom Sarris

Meaner and more cunning than ever, the nefarious demon-pirate LeChuck returns from the dead to once again torment Guybrush Threepwood in the highly anticipated graphic adventure sequel, *The Curse of Monkey Island*, sailing in on Windows 95 in the first half of 1997. Salty humor, exotic locales and ghost pirates galore highlight this latest chapter of the award-winning, high-seas adventure series.

The Curse of Monkey Island is the rollicking third installment of the popular Monkey Island game series, which includes the award-winning *Secret of Monkey Island* and *Monkey Island 2: LeChuck's Revenge*. *Curse* finds Guybrush taking up dull blade and rapier wit against LeChuck to save Elaine Marley, his one true love, from being made into the evil pirate's demon bride.

Fans familiar with the side-splitting humor and outrageous characters that highlighted the first two Monkey Island games will find more of the same in *The Curse of Monkey Island*. As the game begins, the evil and wily buccaneer LeChuck is attempting to woo Elaine into becoming his undead bride. But, hoping to marry Elaine himself, Guybrush unknowingly slips onto her finger a cursed ring that turns her into a gold statue. He must find a way to remove the curse from Elaine, all the while battling innumerable scurvy-ridden villains and grog-guzzling pirates in an attempt to ultimately thwart LeChuck from carrying out his sinister plans.

"The previous Monkey Island games provided an incredibly fertile platform, especially from a visual standpoint," says Jonathan Ackley, who along with co-project leader Larry Ahern, developed *Curse*. "*The Curse of Monkey Island* will include all of the elements that made the series great but with a highly stylized, hi-resolution look that could not have been accomplished before."

The Curse of Monkey Island, like all graphic adventures from LucasArts, challenges players to become integrally involved in the story by finding various objects and solving a variety of puzzles in order to finish the game. Through an intuitive interface players can pick up and use objects, examine each item collected in their inventory and talk to various characters throughout the game. ESC

Rebellion is Upon Us

LucasArts Introduces the First Real-Time Strategy Game Based on *Star Wars*

by Tom Byron

When you think of LucasArts and *Star Wars*, what comes to mind? Chances are you think of games like **Dark Forces**, **Rebel Assault**, **TIE Fighter** and **X-Wing**. To date, LucasArts has produced *Star Wars*-based titles primarily in the action and space-combat categories. But part of the advantage and the beauty of the *Star Wars* universe is the incredible latitude it gives LucasArts to develop a wide variety of games in different genres.

Which is precisely why LucasArts is creating **Rebellion**, the first strategy game based on the *Star Wars* universe.

"**Rebellion** is a game of real-time strategy and galactic domination. Players get to take the role of either the Rebel Alliance or the Galactic Empire," says Wayne Cline, the game's production manager at LucasArts. "The possibilities for a game like this are tremendous."

Rebellion: The Star Wars Game of Galactic Domination takes the *Star Wars* gaming universe in an entirely new direction. In a rich strategic environment, players are thrust into a grand battle for control of the known galaxy. **Rebellion** will be a single or two player game and will include network and modem play (for two players). It is scheduled for release in Spring 1997 initially for the Windows 95 (Pentium) platform and is being developed by Coolhand Interactive of Palo Alto, Calif.

"The *Star Wars* universe is a natural for a game like **Rebellion**," says Wayne. "When Coolhand came to us with a really great idea for a strategy-based title, we just couldn't pass it up."

Loyalty is the Key

Domination of the galaxy is the primary objective in **Rebellion** and it's a goal not easily attained. The universe is divided by sectors and systems (or planets) and can be tailored by size for longer or shorter sessions, from 100 to 200 systems (10 to 20 sectors of 10 systems each).

Digging a little deeper, **Rebellion** isn't just about domination.

"**Rebellion** is really about loyalty," explains Wayne. "Part of the way a player wins the game is by building a strong loyalty base of planets, which translates to control of the galaxy. Players can win a planet's loyalty through either diplomacy or force. It's a real balance. For instance, the use of force can be very effective, but you run the danger of having a resentful planet under your control. It's not hard for a resentful planet to shift its loyalties to the other side."

Real-Time Play (Really)

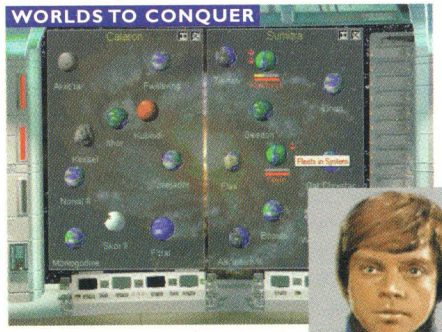
Complex strategy games like **Rebellion** are often referred to as "turn-based," that is, Player 1 makes a move and then upon completion, Player 2 takes a turn. In the meantime, Player 1 has no choice but to sit and wait for Player 2 to finish the turn.

"**Rebellion** changes all that," says Wayne. "In the game, everything happens in real-time. Events occur whether the player is ready or not. There's no time to run and make a sandwich, because you're liable to come back and find you've lost a planet. My advice is eat well before beginning a session."

Gameplay: Two Major Components

Rebellion gameplay breaks down to two basic parts, strategic and tactical. The strategic component is where players make the majority of decisions, including manufacturing, resource management, fleet deployment and mission assignments. Players are updated on events by their "agents" (C-3PO for the **Rebellion** and IMP-22 for the Galactic Empire).

When two opposing fleets meet over the same system, the tactical component kicks in. This is a separate game element where players can take ships that have been deployed, join them in "task-forces" or "fighter squadrons," and assign orders or targets. All of this takes place in a real-time 3D engine that is moving as soon as the battle is joined, so while the player is making decisions, so is the computer or opposing player.



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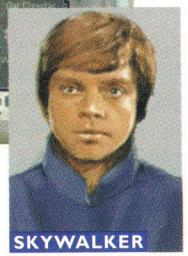


SKYWALKER

THRAWN

"The strategy component of **Rebellion** is exciting, but the tactical side takes this game over the top," says Wayne. "The 3D engine is really spectacular, and gamers will be hard pressed to find anything like it in any other game."

A Question of Character

Rebellion is heavily character driven. Each side has several characters at its disposal. To win the game, a number of missions must be assigned to achieve specific goals, such as diplomatic missions to sway a system's loyalty, sabotage missions to drop planetary defenses (allowing for bombardment), or rescue missions if a character has been captured. By assigning a character to a mission that complements his/her attributes, the chances of that mission succeeding increase.

For example, if a player wishes to send a diplomatic mission to a planet to convince it to be loyal to the **Rebellion**, assigning Mon Mothma, who is a diplomat and the leader of the Alliance, will greatly increase the chances of the mission succeeding. At the same time, it may also leave her vulnerable to capture, which would give the opponent one of its "win factors." Of course, the player may then mount a rescue mission.

"Characters are drawn from all over the *Star Wars* universe, from the films and novels" explains Wayne. "Players and fans should expect to make use of the talents of characters like Luke Skywalker, Han Solo, Darth Vader and Admiral Thrawn (from the Timothy Zahn novels)." There are 55 characters in all, 28 from the Rebel Alliance and 27 from the Galactic Empire.

Credible Creators

Rebellion is being created by Coolhand Interactive, a games developer based in Palo Alto, Calif. Coolhand brings a real credibility to the **Rebellion** experience. The group is led by Doug Mogica, a veteran of the legendary strategy-game developer Three-Sixty Pacific and former head of Paramount Interactive. **Rebellion's** director and main designer is Scott Witte, also a Three-Sixty alum, and the primary mind behind the AI in the classic game Harpoon II.

"Coolhand is a top-notch developer and, like LucasArts, a strong believer in quality," says Wayne. "Their experience in strategy-based games is exactly what we needed for **Rebellion**."

A Little Something for Everyone

Rebellion promises a little something for everyone. Veteran gamers will spend hours vying for domination of the universe, while newcomers will feel welcome in an accessible and undemanding interface. And, of course, anyone who's ever been a fan will finally be able to fulfill the ultimate *Star Wars* fantasy: the chance to run the galaxy. ESC

Heavenly Hints for Afterlife

Some Frequently Asked Questions Get Answered

Question: I can't make any money, it seems I'm always in the red. Can someone help me out here?

The only way to make a profit is to build slowly. You pay a lot of money for roads and demons and angels. Just lay down 3x3 tiles for each color, one training center, one karma station, one gate, and one topia. Then set your tempo to mortal plodding so you can respond quickly when you start to lose SOULs. SOULs will only leave when all of the buildings in a certain colored fate is full, or if your gates or Karma stations are full. You can look at the graphs to find out if they are close to being full, but don't build more until you start to lose SOULs. Smaller fate zones will force the buildings in those zones to evolve into better structures. You get more money per SOUL if you have better structures on your zones. The only way that the zones will evolve is if they are under at least moderately good (or bad if you are running Hell) vibes and you keep the structures on those zones balanced. If you ask Aria and Jasper, they will give you suggestions about what to do. If you are playing in easy mode and everything is properly balanced, you may start making money around year 1000.

Special Note: Don't worry about losing SOULs too much while the game is young. It may take 1500 years to become profitable, so don't panic.

Question: Aria and Jasper keep telling me I need to balance. How do I do that?

There are two ways to balance. One is to do it manually. Hit pause, and then click on the Heaven or Hell symbols at the bottom of your remote control so you just see all the colors where your structures are laid out. Then use the magnifying lens on each structure to get the Microview window. Click on the icon of the scale in the window. You will see a bar at the top. You need to move the slider so the bar is completely white, then your structure is balanced. Doing this is free of charge. An easier, but more expensive way of balancing is to use the Macro Manager. That's the green icon with the two "m"s on it. When you bring it up, you can click on the scale that's balanced, and then click on whatever color you want, or all of the colors, and then click on the penny symbol at the bottom to balance.

Special Note: Unless you're playing in Difficult Mode, you probably don't have to worry about balancing your tiles for the first few hundred years.

Question: Aria keeps mentioning that Heaven is not diverse. What does she mean?

The SOULs in Heaven like to mingle and visit SOULs in other reward structures. You need to make sure that one fate structure is not surrounded by the same color on any side. Usually if you put four different colored 3x3 squares together and then build a road all around them the SOULs will be happy.

Question: Help! I'm losing souls!!! What do I do?

Talk to Jasper and Aria. They will tell you why you are losing souls. When you first start a new game, set the tempo to Mortal Plodding so you have time to keep track of what the souls are doing. A lot of times you will get colored spikes which will tell you what color souls are leaving your Afterlife. They will also leave if your gates or karma stations are too full.

Super Duper Special Hints

The Money Cheat Type in $@! at any point in the game to automatically receive an extra 10 million Pennies. You can do this up to five times in one game with no repercussions. Do it more than five times and you're in for a, shall we way, deathly surprise. No kidding.

A Secret Fun Thing At any point in the game, type **SAMNMAX** (all caps) three times in a row and see what happens. It's funny. Really. But save your game before you do it. Really. ESC

Relive the Magic with the Greatest Game Compilation in the Universe

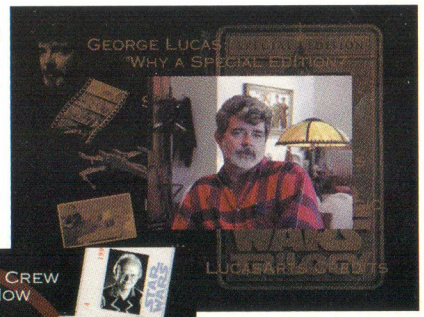
by Heather Twist

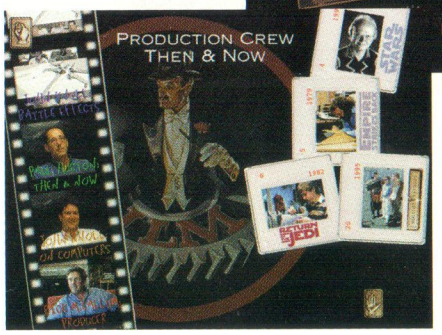
From a galaxy far, far away, four award-winning *Star Wars* games, among the best-selling PC CD-ROM titles of all time, are now available in LucasArts' second archive compilation release, **The LucasArts Archives Vol. II: The Star Wars Collection**.

The package is highlighted by the bonus multimedia CD-ROM, *Making Magic: A Behind-the-Scenes Look at the Making of the* Star Wars Trilogy Special Edition. The disc offers exclusive interviews with George Lucas and a limited sneak preview of the digital enhancements from the Star Wars Trilogy Special Edition, set for theatrical release in 1997.

As formidable a force as the Rebel Alliance, the collection includes three classic *Star Wars* titles: **Rebel Assault**, **Rebel Assault II: The Hidden Empire**, **TIE Fighter Collector's CD-ROM** and **Dark Forces Super Sampler Edition**. The highly popular titles have collectively sold millions of copies worldwide, propelling the *Star Wars* games into best-sellers globally.

"The caliber of the four games included in **The Star Wars Collection** is unprecedented, appealing to gameplayers for its outstanding content and value," says Tom Byron, product marketing manager at LucasArts. "With the addition of the *Making Magic* CD-ROM, *Star Wars* film fans will consider the **Archives** an absolute 'must have,' too."





Making Magic: A Behind-the-Scenes Look at the Making of the Star Wars Trilogy Special Edition chronicles the various digital enhancements and all-new shots that will appear in the 1997 theatrical release of *Star Wars, The Empire Strikes Back* and *Return of the Jedi.* The interactive CD-ROM takes fans on a multimedia journey offering commentary by George Lucas and a rare glimpse into the world of Lucasfilm production. Included is all new footage of the infamous meeting between Han Solo and Jabba the Hutt on Mos Eisley, as well as various storyboards, historical photographs and production stills from the *Star Wars* trilogy. ESC

LUCASARTS SET TO TAKE NEXT GENERATION CONSOLE MARKET BY FORCE

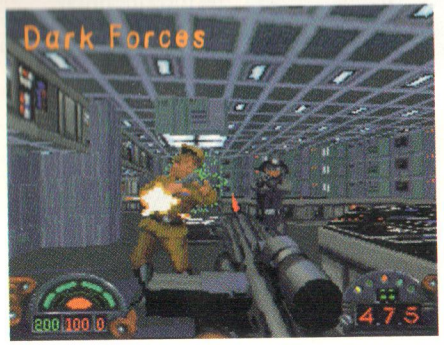
New Titles for PlayStation and Saturn Will Release This Winter

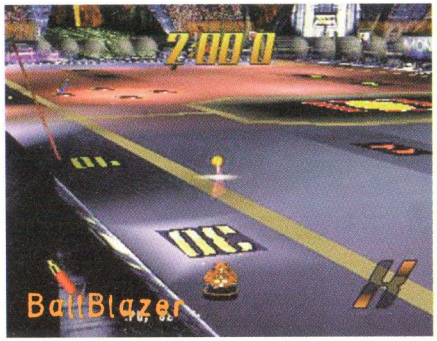
by Barbara Gleason

Dark Forces and **Rebel Assault II**, two of LucasArts' most popular PC CD-ROM games, will be launched this December for the Sony PlayStation. Both *Star Wars* titles will be customized versions, designed to take advantage of the PlayStation's unique 32-bit capabilities.

Dark Forces, winner of the Software Publisher's Association *Action Game of the Year*, will blow you away with its visceral blend of first person energy and adventure. This thrilling *Star Wars* story stars YOU as agent Kyle Katarn, sent out by the Rebel Alliance to search and destroy a terrifying army of dark troopers. Players navigate through complex and realistic environments, with an awesome arsenal of weapons, to face a multitude of familiar and new *Star Wars* adversaries.

Rebel Assault II's fast-paced action set in the *Star Wars* universe garnered special praise from *USA TODAY* ("Another *Star Wars* triumph") and *Entertainment Weekly* ("This sequel goes galaxies beyond the original").

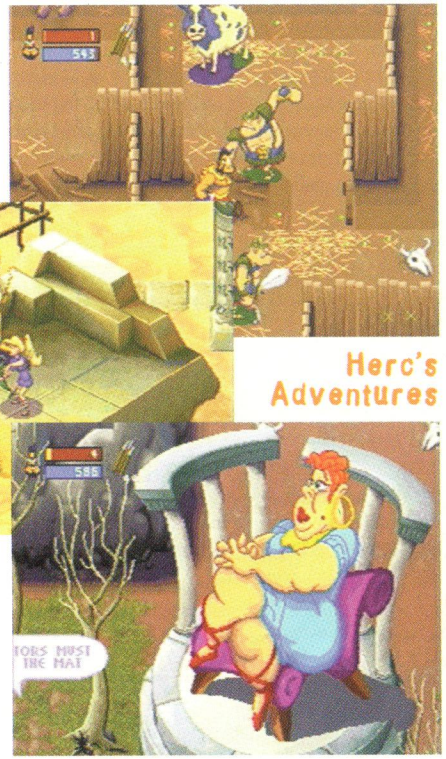




Rebel II features incredibly well-rendered 3D graphics and live action video - using actual props and costumes from the *Star Wars* trilogy. As Rookie One, you will call upon your skills in cockpit combat, flight maneuvering and blaster combat. You will pilot a number of *Star Wars* vehicles: starfighters, speeder bikes and a *Millennium Falcon*-class freighter.

Slated for release in early 1997 are two original titles specially developed for the next generation platforms: **BallBlazer Champions** and **Herc's Adventures**. **BallBlazer** is an all-new, entirely updated version of the classic Atari and Commodore 64 action-arcade title. This lightning fast, first-person experience for PlayStation has players operating hover-craft vehicles in a futuristic Rollerball-type competition. The objectives and playing field for each game vary, but they all require superior piloting and a strong stomach.

Ancient history turns into a virtual toga party in **Herc's Adventures**, a puzzle-oriented, RPG action adventure game. You embark on a quest to save Persephone from the evil clutches of Hades, the god of the Underworld. Cartoony graphics and twisted humor keep the atmosphere at spoof level. Where else could you throw a house at an enemy? Or get defended by a small swarm of frogs? Or run from a flying saucer full of nasty, pyramid-building aliens? All of the classic mythological characters show up - Hera, Poseidon, the Minotaur and Medusa, to name a few. This unique title for Saturn and PlayStation represents a new adventure game style for LucasArts that players will love. ESC



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The Adventurer is published by LucasArts Entertainment Company, P.O. Box 10307, San Rafael, CA, 94912.
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http://backlot.tour@lucasarts.com

BY JASON.DEADRICH AKA, "WEBJEDI"

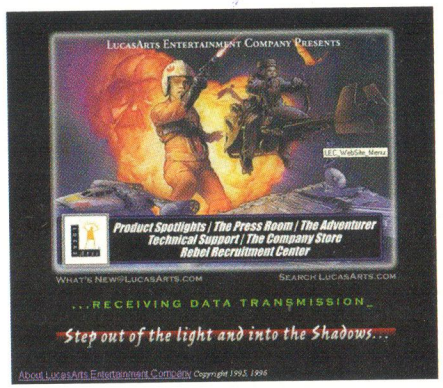
Hi-de-ho Websurfers!

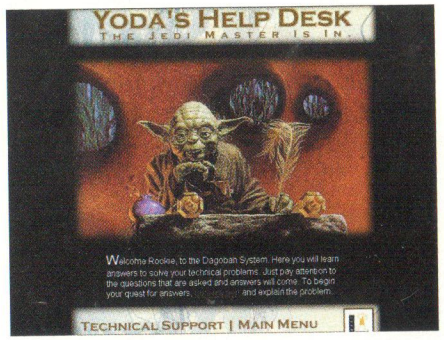
IN the last issue, I talked about how the LucasArts web is maintained (if you missed it, check the web site under "*The Adventurer*", issue #12). This time, I'll be taking you on a backlot tour of some of the hottest areas of the site and if we're lucky, we may even see some familiar faces along the way.

Now, let me grab my microphone and we'll start the tour...

"Ahem... testing... is this thing on?. Welcome, Ladies and Gentleman to the LucasArts web site backlot tour. I'm Jason, your guide for this trip. You may recognize me from my late night infomercials, yuck, yuck. How is everyone enjoying their visit here at *The Adventurer*? Great! Glad to hear it. Before we begin the tour, let me remind everybody to please keep your arms and legs inside your web browser at all times. You never know when we may come across an angry hippopotamus out here. Great, now let's get this show on the road.

"Over here on the right, you'll see the LucasArts web site main menu. From here, surfers from around the world can select an area of the site to visit. They can also choose to search the site or just see what's new. Below the menu, you'll often see links to cool areas of the site we like to highlight. It looks like **X-Wing vs. TIE Fighter** and **Shadows of the Empire** are appearing today. A little known fact; that's me wearing the flight suit in the role of Rookie One on the menu. Well, OK, not really. Let's continue...

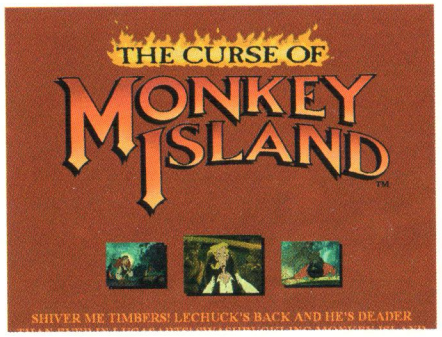


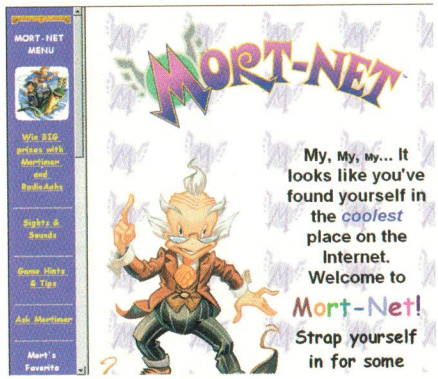


"And now, coming up on the left side, you'll see none other than the Jedi Master, Yoda. As you can see, Yoda is preparing to answer a technical support question from his station at "Yoda's Help Desk" in the *Technical Support* area of the web site. We are happy to have Yoda here at the site and his knowledge is proving to be extremely helpful. Yoda is averaging over 5,000 answers a week. Yup, he's keeping busy, but if you have a technical support question, stop by and ask. You'll be amazed how easy it is. Everybody say, "Hi, Yoda!" Be sure to visit *The Company Store* souvenir shop on your way out for cool Yoda-related merchandise to remember your tour. Before we leave, here's an interesting fact: Did you know that Yoda is over 800 years old? He doesn't look a day over 500 to me!

"Folks, we're entering an extremely sensitive area. If the Empire finds out we got our hands on the *X-Wing vs. TIE Fighter Data Retrieval System*, we would be toast. Using this system, you can tap in to the Empire's computer to access the latest images, information and answers to frequently asked questions about the ultimate multiplayer space combat simulation game. Insiders tell us that soon you will be able to post high-scores and issue challenges to other pilots from this system. Let's just hope we can keep it a secret! Hey, who's that tall guy in the back with the black cape? Yeah, you...

"Aye Maties! Git out yer eye patches and hooks, one of the most anticipated sequels is coming up next on the tour: **The Curse of Monkey Island**! All of your favorites have returned to the set to create a swash-buckling adventure like none other. Get those cameras ready, we may see some real celebrities as we pass through here. Look! There's Elaine, Guybrush and the evil LeChuck. For more details, stop by *The Curse of Monkey Island Product Spotlight*.





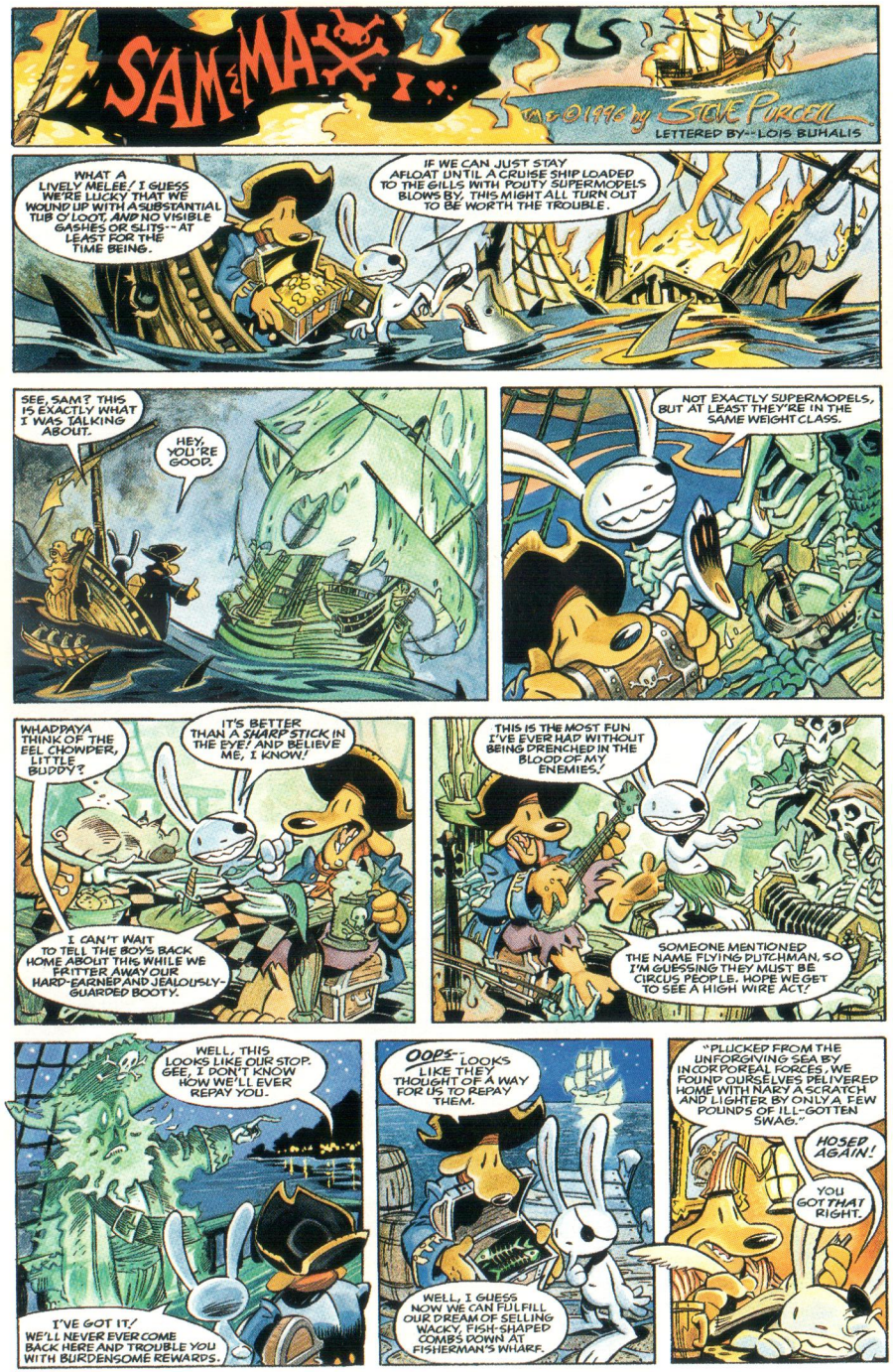
"Casting off from Monkey Island, we find ourselves heading straight into Mort-Net, the coolest place online to hang out with a flying snail. Based on LucasArts' popular children's entertainment game, **Mortimer and the Riddles of the Medallion**, Mort-Net lets kids step into the world of Mortimer and his friends, Sid and Sally. With Coloring Books, Contests, Activity Pages and more on the way, Mort-Net is a blast! When I'm not giving backlot tours, you'll often find me slimesurfing with Mort. "

THIS concludes our tour. I want to thank you for visiting and hope that you enjoy the rest of your day here at *The Adventurer*. Before you go, be sure to stop by *The Company Store*. From the latest CD-ROM games to Darth Vader boxer shorts (a personal favorite, by the way) they've got it all.

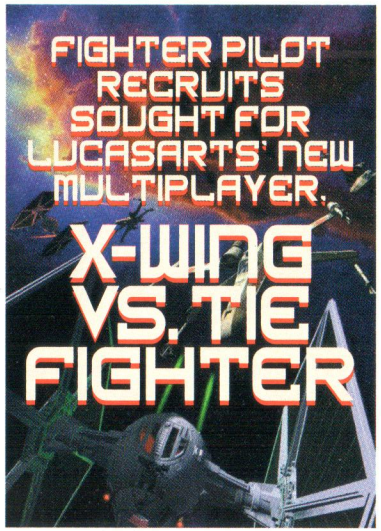
Thanks again. Until next time, keep those web browsers running and see 'ya on the net!

Jason Deadrich, webjedi@lucasarts.com

ESC



by Tom Sarris



The ultimate battle between the Galactic Empire and the Rebel Alliance will be fought this winter with the release of **X-Wing vs. TIE Fighter**, LucasArts' first *Star Wars* multiplayer game.

X-Wing vs. TIE Fighter combines two of the most popular space combat simulations of all time, **X-Wing** and **TIE Fighter**, and engages players in ardent struggle over the fate of the universe. For the first time in a *Star Wars* game, combatants will be able to choose single or multiplayer mode, allowing as many as eight players to team up as a squadron or compete against each other via modem or local area network.

X-Wing vs. TIE Fighter offers players a choice of more than 25 original mission scenarios set in a variety of familiar *Star Wars* environments, ranging from asteroid and space junk fields to the Endor system, around which the Death Star battle in *Return of the Jedi* was fought. Players will have more than a dozen Rebel, Imperial and Pirate starfighters at their disposal, from which they can engage each other in assorted deep space dogfights.

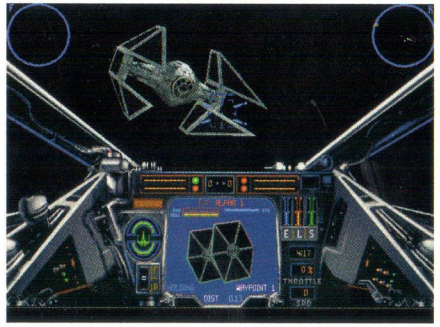
Prior to each new mission in multiplayer mode, players determine whether they want to fly for the Rebel Alliance or the Galactic Empire. 3D inflight maps will be available in real-time to assist players in determining mission strategy as well as providing rendezvous points.

Once engaged in battle, players can assume the controls of a single starfighter or multiple craft. Squadrons are controlled by issuing tactical orders either through the 3D map or a series of keyboard commands. After a mission is completed, pilots are debriefed and scores are awarded according to the successes of each pilot.

While gameplay in single player mode is similar to that in multiplayer mode, **X-Wing vs. TIE Fighter** will have several missions specifically designed for single play. Players can choose between a series of conflicts fought by the Rebel Alliance or the Galactic Empire, ultimately enabling them to perfect various battle tactics that can be applied in multiplayer mode.

X-Wing vs. TIE Fighter features a fully upgraded version of the graphic engine used in previous **X-Wing** and **TIE Fighter** games. The engine will use new hi-res 16 bit texture-mapped models, with ship details taken directly from the *Star Wars* archives, allowing for the most realistic in-flight graphics to date in a *Star Wars* space combat experience.

X-Wing vs. TIE Fighter will enlist you in the fight of your life — because this time your enemies are real! ESC



¡Lucas Who?

When did you start at LucasArts and what was the first project worked on?

▶ I started in the Product Support Department at LucasArts in October 1991. My first project was a year later as an assistant programmer on **Sam and Max Hit the Road**.

Tell us a little bit about what you're working on now.

▶ I'm working on **The Curse of Monkey Island**! I loved the first two Monkey Island games and I'm thrilled to be working on the third one! It's going to be a lot of fun. We have a new technology for our hi-res graphics so the art is going to be spectacular. The story is clever and funny and we have an awesome team. That's all I'm going to say about it for now. You'll just have to see the demo on the LucasArts web site if you want to know any more!

LIVIA MACKIN

Art Tech

Tell us about your best LucasArts war story.

▶ Hmmmmm....There's a couple that come to mind (several, actually). The last month of **The Dig** in general was pretty crazy. It's really a blur. I know we were there almost constantly, which is probably why I remember it as one long 720 hour day!

If you could transport yourself into any LucasArts game what would it be and why?

▶ That's a tough question if you think about it. It's sort of a tie between **Indiana Jones and the Fate of Atlantis** and **Mortimer and the Riddles of the Medallion** because I love adventure and archaeology. I've been interested since I was a kid looking for Indian artifacts with my friends on Mt. Tamalpais. In Mortimer, you get adventure trying to find the pieces of the medallion. Plus you can fly and save animals, which I think is really great!

What is your favorite LucasArts game and why?

▶ That's another tie. Partly **Sam and Max** because they're so fun. How could you not have fun with them? They have such a strange sense of humor but are so cuddly! And partly **Indiana Jones and the Fate of Atlantis** because of its ground breaking cinematic vision and scope. Plus the sophistication of the game's three stories.

Why did you choose a career in gaming?

▶ I think I just lucked out and it chose me!

If you hadn't chosen a career in gaming what would you be doing?

▶ That's hard to imagine. I know it would have to be something artistic or creative. I'm sure that after a few years of Cobol and JCL I'd probably start a ceramic studio and live on Ramen if need be.

What do you do when you're not at work?

▶ I like to draw and listen to music. I also enjoy hiking and riding my motorcycle. Oh yeah, I never miss *Babylon 5* or *The X-Files*.

What's your favorite vacation spot?

▶ All over Northern California. My boyfriend and I take roadtrips on our bikes and stay at little inns or just camp. It's very relaxing. This summer I want to see Europe!

Who are your heroes and why?

▶ I think of a hero as someone who is perfect and bigger than life. I don't know anyone like that. But I have been influenced and inspired greatly by many of the people I work with. Probably the first person to really make an impact on me was my college music theory and jazz teacher, Doug Delaney. He really cared about his students and had a 100% commitment to teaching, plus he had his own music career. He taught me how to really work and concentrate. I also learned by his example. He practiced what he preached and that made a big impession on me. ESC

When did you start at LucasArts and what was the first project on which you worked?

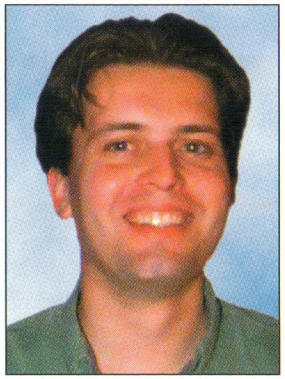
▶ I started at LucasArts in March 1992. I worked on a couple of R&D projects but the first project I worked on was **The Dig**.

Tell us a little bit about what you're working on now?

▶ I'm Lead Programmer and Co-Designer of **Outlaws**. It's a cool game based on 1960's spaghetti westerns. It draws a lot of imagery and elements from the films of Sergio Leone. You might say it's an homage to his movies.

Tell us your best LucasArts "war story."

▶ That has to be **Full Throttle's** Mine Road section. It provided quite a coding challenge. In order to add that style of game play, we had to take the SCUMM story game engine and the video engine from **Rebel Assault**, then cram them together and try to make them play nicely with each other. Every morning for the last three weeks of the project, I would come in and find that our testing department had left the Mine Road running all night, thereby discovering new crash bugs over which to pull my hair out!



STEPHEN R. SHAW

Programmer

If you could transport yourself into a LucasArts game, which one would it be and why?

▶ **Monkey Island**. The pirate milieu is a blast. It has heroes, heroines, swashbuckling raiders, big guns and lots of action. I try to make sure that every time I go to Disneyland I ride *The Pirates of The Caribbean* at least half a dozen times! **Monkey Island** takes what's fun about pirates and adds an incredible sense of humor.

What is your favorite LucasArts game and why?

▶ **Full Throttle**, the last game I worked on. Ben is a majestic character with complex, suppressed emotions and a deep ambivalence towards the world around him. The artistic style is really spiffy, too. Being biased however, I'd also have to say **Outlaws**.

Why did you choose a career in gaming?

▶ I have a degree in Systems Programming, but I couldn't see myself working at a 9 to 5 job for some defense contractor. A lot of my classmates ended up doing that. During college I had worked as a contract theater lighting and sound designer, so when I heard about a position as a game programmer at LucasArts, I thought "Great! Here's a job where I can take what I like from computers, and mix it with my creative, theatrical side."

If you hadn't chosen a career in gaming, what would you be doing?

▶ Probably theater lighting & sound design.

What do you do when you're not at work?

▶ Since I spend a lot of time inside at work, I enjoy getting outdoors whenever I can, usually hiking, camping, skiing, biking, or gardening. I also enjoy doing carpentry, plumbing, electrical work, and other home improvements. (Needless to say, I try not to even look at a computer at home!)

What is your favorite vacation spot?

▶ The British Virgin Islands, specifically Tortola. Last time I was there it was an incredibly laid back island setting; No commercialization, friendly people, phenomenal scuba diving and gorgeous sunsets!

Who are your heroes and why?

▶ Dr. Roger Lessman, one of my primary professors at Tennessee Technological University. He was always open to a new way of solving problems, and he encouraged me to strive to find new, innovative solutions.

John Partyka, the Technical Director at the Cumberland County Playhouse. He would surmount terrific lighting and set challenges with limited budgets, time, and resources.

My father and my mother. I know it sounds hokey, but I want them and everyone else to know that I appreciate everything that they've done for me. While many parents may push their kids into a certain mold, my parents let me find my own "road." Without their support, I probably would not have made it to where I am today. ESC

by Heather Twist

PROGRAMMERS' HIDDEN TREATS LEAD GAMEPLAYERS TO SEARCH FOR TASTY EASTER EGGS

WHAT you see is not always all you get, especially in a computer game. Tucked away in a hidden world that few gameplayers ever discover could be an "easter egg," a secret, often humorous treasure placed within a game by a programmer. Easter eggs are a little-known programming tradition, amusing players lucky enough to find them since the advent of the first computer games.

Game programmers, like LucasArts' Sean Clark, often insert easter eggs into games both as an amusement to themselves and a bonus to players. "Easter eggs are special messages, images, or sounds hidden within a game," says Clark, project leader of LucasArts' best-selling graphic adventure, **The Dig**. "They have no specific function within a game other than to amuse players. But just like their real world counterparts, they serve as special 'treats' for those who are lucky enough to find them."

Easter eggs are often extremely well hidden and gameplayers usually only discover them through sheer luck and perseverance. "Back in the old days," quips Mike Stemmle, project leader on **Afterlife**, "some poor guy would pound on a keyboard for hours and hours until something cool happened, then he'd tell all of his friends on the Internet about his conquest." From there, word would quickly spread. Today, LucasArts will often publish easter eggs so that everyone can appreciate programmers' handiwork.

Fans of the award-winning *Star Wars* game, **Rebel Assault II: The Hidden Empire**, will find a treasure trove of easter eggs hidden within it. The eggs include various bloopers from the game's full motion video footage, the fall of a stormtrooper which was inspired by Wile E. Coyote from the famed *Roadrunner* cartoon series, and a mode which displays alternate dialogue for the entire game.

A favorite easter egg from **Rebel Assault II** is the now infamous animated stormtrooper chorus line. Here's how to find it: After blasting all of the stormtroopers at the fourth and last encounter in level 12, hold down the keys 'a,' 'c,' and 't.' Continue to hold them down until the elevator doors close and the cut-scene begins.

Easter eggs provide a fascinating glimpse into the personalities of game designers. "Programmers create easter eggs as a way of personalizing their contributions to a game," says **Rebel Assault II** project leader, Vince Lee. "They insert messages and animations for the same reason homeowners might put their handprints into the wet concrete of a new driveway." ESC

ED: *See page 6 for an Afterlife easter egg!*

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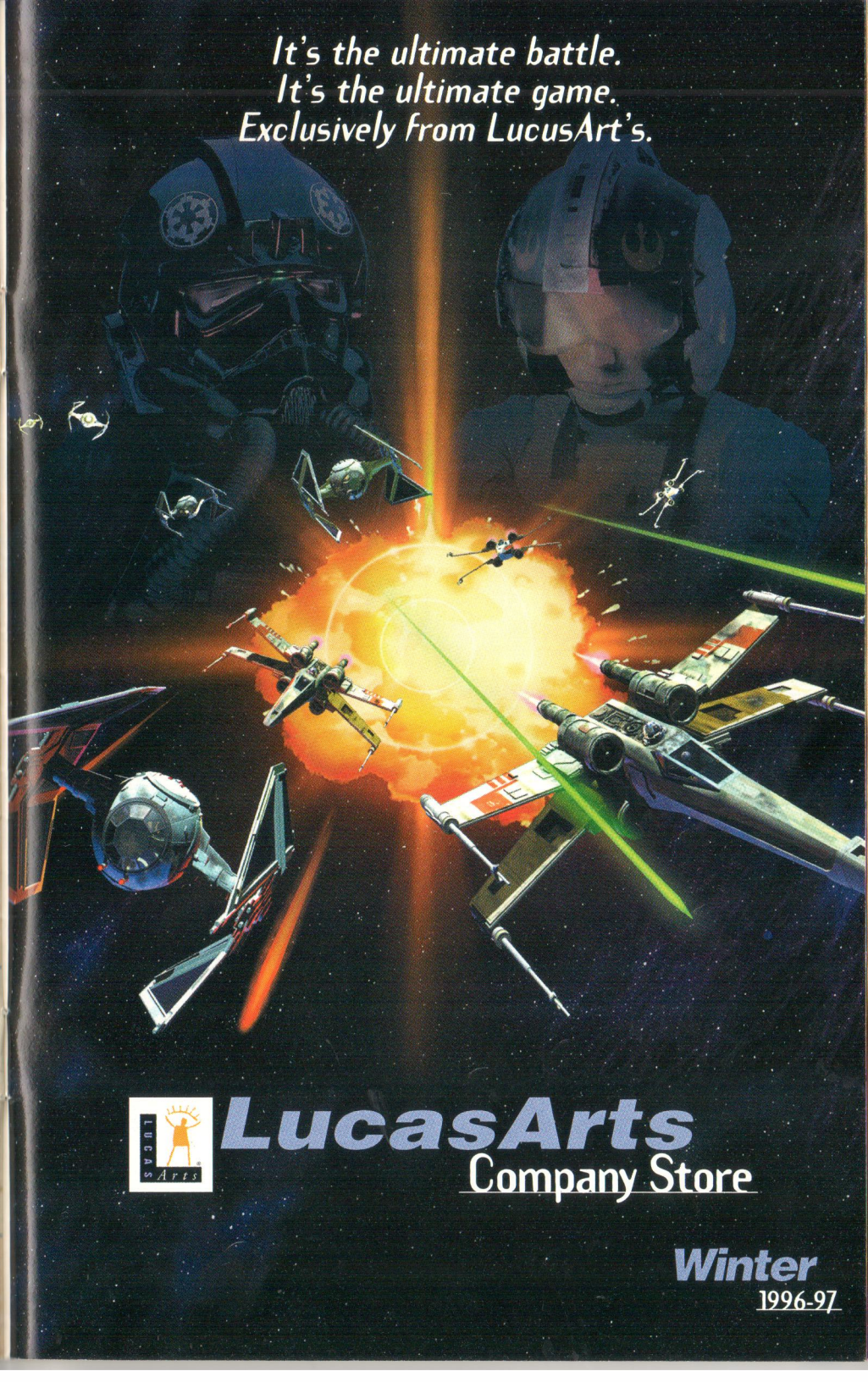

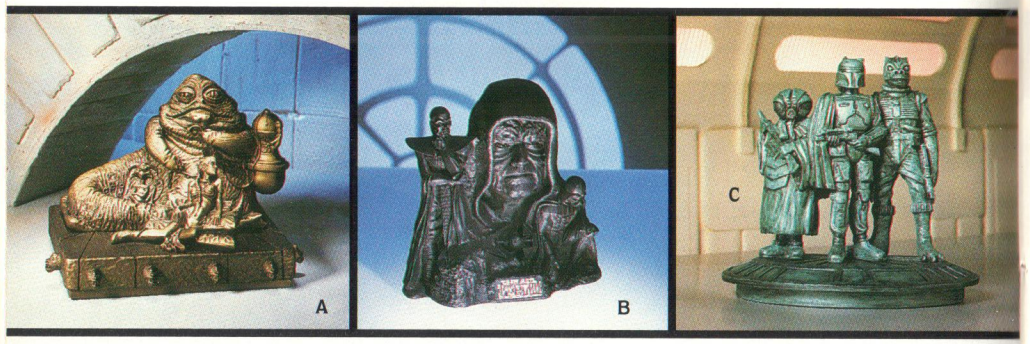

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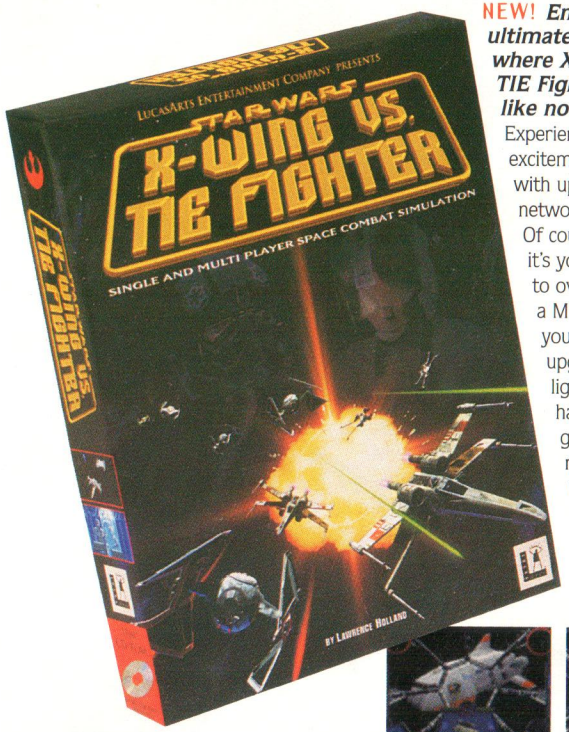
ALL-NEW EXCITEMENT!

Don't miss your chance to reserve your copy of LucasArts' all-new *X-Wing vs. TIE Fighter* before its official release! You'll get your order the same day it's available in stores!



NEW! ***Enter the ultimate battlefield where X-Wing takes on TIE Fighter in a game like no other!***
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01-059 X-Wing vs. TIE Fighter - PC CD-ROM **$49.95**

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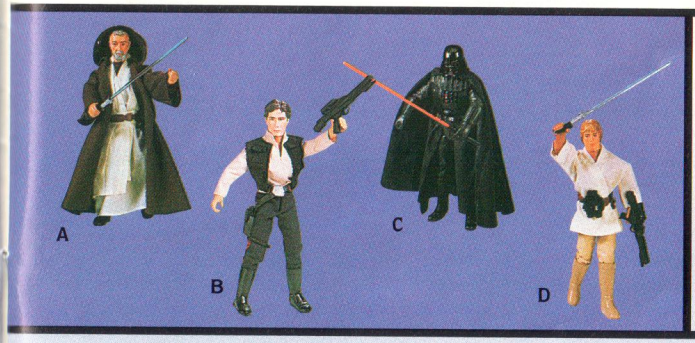

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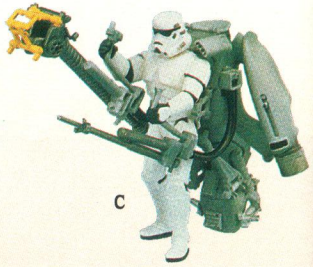
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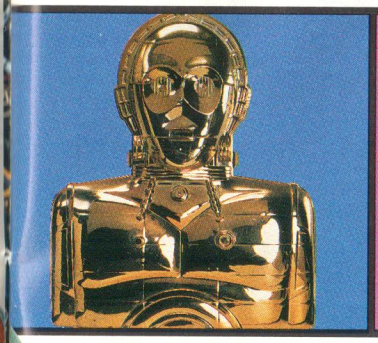

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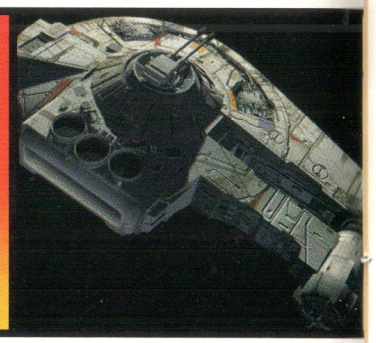

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SHADOWS

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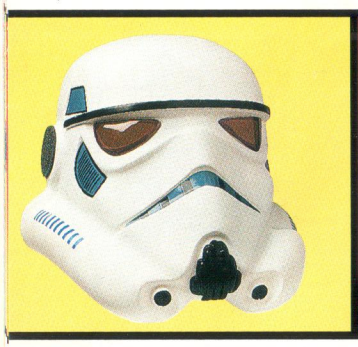

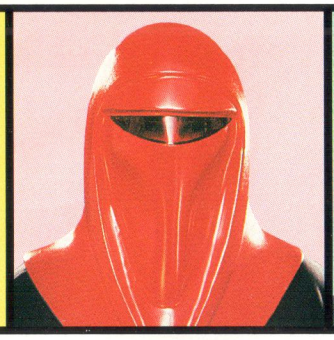

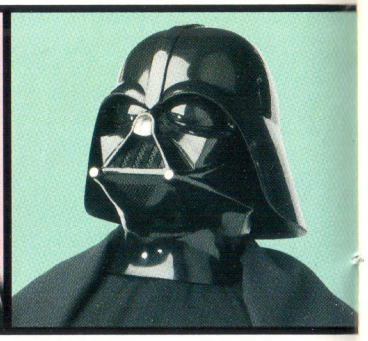

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FACE VALUE

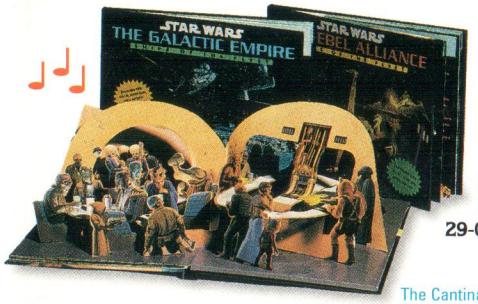
NEW! ***Vivid tees featuring your Star Wars favorites.***
Face the facts: these tees feature the most recognizable faces in the universe. The bold, black-on-white graphic design will have you looking good all season long. Choose C-3PO, stormtrooper, Darth Vader (not shown), Chewbacca (not shown) or Princess Leia (not shown). Each of our white, 100% cotton silk-screened tees are machine washable. Made in the USA. Adult sizes M, L or XL.

09-005 C-3PO Stipple Tee **$15.95**
09-006 Stormtrooper Stipple Tee **$15.95**
09-007 Darth Vader Stipple Tee (Black Only) (not shown) **$15.95**
09-008 Chewbacca Stipple Tee (not shown) **$15.95**
09-009 Princess Leia Stipple Tee (not shown) **$15.95**

For even more terrific Star Wars-inspired apparel, see pages 22 and 23.

NEW! ***No one can protect your fortune like Vader.***
Authentic dialogue and The Imperial March music from the cinema's most popular trilogy have been incorporated into this terrific collector's bank. Just deposit your loose coins and Darth Vader's chest box and belt pieces glow in red and green. Voiced by James Earl Jones, this bank will inspire you to find even more spare change. The 11¾"H x 7⅞"W bank's grand finale includes Vader waving his lightsaber as it lights up. Batteries included.

90-802 Moving Darth Vader Bank **$29.95**

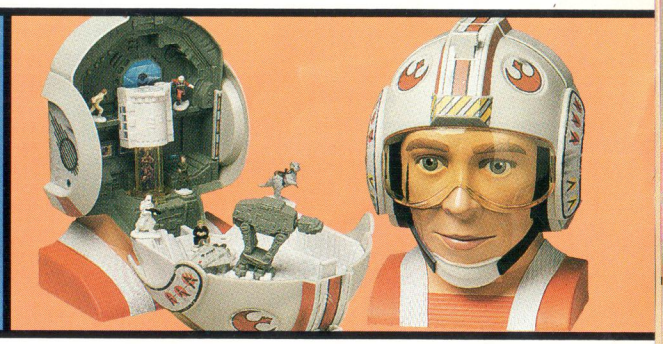


NEW! ***Pop-up books with Star Wars adventures.***
No *Star Wars* aficionado will be able to resist our intricately crafted, full-color pop-up books with moving panels and more. *The Cantina Pop-Up Book* even features music, laser sounds and lasers that "fire" when activated.

29-003 *The Galactic Empire Pop-Up Book* **$15.95**
29-002 *The Rebel Alliance Pop-Up Book* **$15.95**
29-001 *The Mos Eisley Cantina Pop-Up Book* **$19.95**

The Cantina Pop-Up Book *even features music, sounds and lasers that "fire."*

EXCITE-
With LucasArts, the fun never stops!



"Talking" animated bank.
Deposit some change, and, with the original voices and music, C-3PO's eyes light up and his head and arms start to sway and swing. 11"H x 7⅞"D x 8⅝"W. Batteries included.

90-801 R2-D2/C-3PO "Talking" Bank **$29.95**

NEW! ***An open and closed case.***
Our realistically detailed Rebel Pilot has a lot going on inside his head. In fact, when you open him up, you'll find the Planet Hoth Play Set – complete with action vehicles, mini *Star Wars* characters and even Wampa. Approximately 6¾"H when closed.

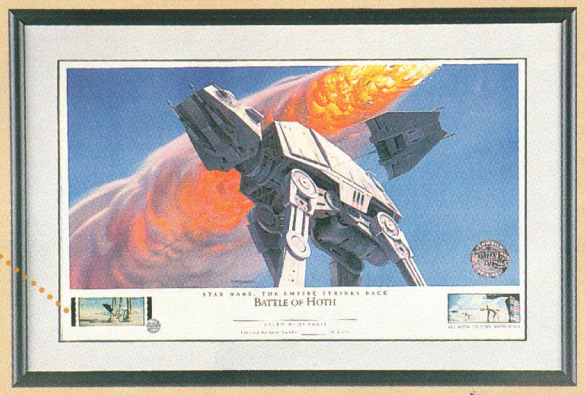
16-015 Rebel Pilot/Hoth Transforming Play Set **$22.95**

Order Toll-Free, 24 Hours A Day
1.800.98.LUCAS

GALLERY:

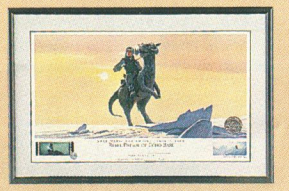
Open your own *Star Wars* museum!

Detail of film frame.

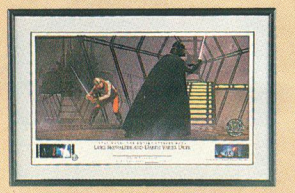


04-025 "Battle of Hoth" 12"H x 18"W
Signed Lithograph

04-026 "Cloud City of Bespin"
12"H x 18"W Signed Lithograph



04-024 "Rebel Patrol of Echo Base"
12"H x 18"W Signed Lithograph



04-027 "Luke Skywalker and Darth Vader Duel" 12"H x 18"W Signed Lithograph

COLLECT!

You still have a chance to own the most intriguing, limited edition* Star Wars: The Empire Strikes Back *lithographs ever made available.
These beautiful 12"H x 18"W lithographs are an art collector's dream. Each has been created from an original production painting by noted *Star Wars* artist Ralph McQuarrie. Just admiring them will inspire you to relive the heart-pounding thrills you experienced the first time you saw *The Empire Strikes Back*. Speaking of the famous movie, in the corner of each lithograph is an original film frame (showing a film scene) from an authentic 70mm *The Empire Strikes Back* movie print. Press the button, and the film frame lights up – revealing the artistry of master filmmaker George Lucas. These elegantly framed and matted pieces are sure to become the winning prize of any movie buff's – or *The Empire Strikes Back* enthusiast's – collection. Not only are the lithographs individually numbered, but they're also hand-signed by the artist, and include a certificate of authenticity. Each of these four lithographs is limited to an edition of only 2,500. After that – they're gone. We urge you to order immediately to ensure availability. Of course, true collectors of *The Empire Strikes Back* (ESB) will want to order all four. Each uses two AA batteries (not included).
$199.95 each.
New: **Order all four new lithographs and save $100.**
04-025 "Battle of Hoth" (ESB)
04-026 "Cloud City of Bespin" (ESB)
04-024 "Rebel Patrol of Echo Base" (ESB)
04-027 "Luke Skywalker and Darth Vader Duel" (ESB)
Still available:
04-015 "Rebel Attack on the Death Star" (not pictured)
04-013 "The Cantina on Mos Eisley" (not pictured)
04-014 "*Millennium Falcon*" (not pictured)
04-016 "Rebel Ceremony" (not pictured)

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Computer compatibility? LucasArts Company Store's got what you're looking for.

Game Title	CD-ROM	3.5" Disk	Min. Operating System	Win. 95 Compatible	RAM Required	Min. Processor	Recommended Processor	Available	Catalog Page #
Afterlife-PC	■		MS-DOS 6.0	Yes	8MB	486DX2/66	486DX2/66	■	p.27
Afterlife-MAC			MacOS 7.1		8MB	68040 33MHz	Power PC		p.27
Air Combat Classics-PC		■	MS-DOS 3.0	No	640k	286/16	386	■	p.28
Classic Adventures-PC		■	MS-DOS 3.0	No	640k	286/10	286/10	■	p.28
Dark Forces-PC	■		MS-DOS 5.0	Yes	8MB	386DX/33	486DX/33	■	p.12
Dark Forces-MAC	■		MacOS 7.1		8MB	68040	68040 33MHz	■	p.12
Day of the Tentacle-PC	■	■	MS-DOS 5.0	No	4MB	286	386/33	■	p.28
Day of the Tentacle-MAC	■		MacOS 7.1		8MB	68040	68040	■	p.28
Full Throttle-PC	■		MS-DOS 5.0	Yes	8MB	486DX/33	486/66	■	p.14
Full Throttle-MAC	■		MacOS 7.1		8MB	68040	68040 33MHz	■	p.14
Indiana Jones/Desktop Adv-PC		■	Win. 3.1-95	Yes	8MB	486/33	486/33	■	p.10
Indiana Jones/Desktop Adv-MAC			MacOS 7.1		5MB	68030 25MHz	68030 25MHz	■	p.10
Ind. Jones/Fate of Atlantis-PC	■	■	MS-DOS 5.0	No	4MB	286	386	■	p.10
Ind. Jones/Fate of Atlantis-MAC	■		MacOS 7.1		8MB	LC III	LC III	■	p.10
Jedi Knight-PC	Coming								
LucasArts Archives Vol. I-PC	■		MS-DOS 5.0	No	8MB	486/33	486/33	■	p.29
LucasArts Archives Vol. I-MAC	■		MacOS 7.1		8MB	68040	68040	■	p.28
LucasArts Archives Vol. II-PC	■		MS-DOS 6.0	Yes	8MB	486DX2/66	486DX2/66	■	p.15
Star Wars Collection									
Monkey Island 2-PC		■	MS-DOS 3.0	No	640K	286/10	286/10	■	p.15
Monkey Island 2-MAC			MacOS 6.07		2MB	LC II*	LC II	■	p.15
Mortimer-PC	■		Win. 95	Yes	8MB	Pentium 60	Pentium 60	■	p.29
Mortimer-MAC	■		MacOS 7.1.2		8MB	Power PC	Power PC	■	p.29
Outlaws-PC	Coming								
Rebel Assault-PC	■		MS-DOS 5.0	Yes	4MB	386/33	386/33	■	p.13
Rebel Assault-MAC	■		MacOS 7.0		8MB	LC III	LC III	■	p.13
Rebel Assault II-PC	■		MS-DOS 6.0	Yes	8MB	486/50	486/50	■	p.12
Rebel Assault II-MAC	■		MacOS 7.1		8MB	68040 25MHz	68040 25MHz	■	p.12
Sam & Max Hit the Road-PC	■		MS-DOS 5.0	No	4MB	386/33	386/33	■	p.28
Sam & Max Hit the Road-MAC	■		MacOS 7.1		8MB	68040	68040	■	p.28
Star Wars Screen Ent-PC	■	■	Win. 3.1	No	4MB	386/33	386/33	■	p.22
Star Wars Screen Ent-MAC			MacOS 7.0		4MB	LC III	LC III	■	p.22
Rebellion	Coming								
The Curse of Monkey Island-PC	Coming								
The Dig-PC	■		MS-DOS 6.0	Yes	8MB	486DX2/66	486DX2/66	■	p.26
The Dig-MAC	■		MacOS 7.1		68040: 8MB/Power PC: 12MB	68040/33MHz	Power PC		p.26
TIE Fighter Collector's CD-ROM-PC	■		MS-DOS 6.0	Yes	8MB	486DX2/66	486DX2/66	■	p.13
X-Wing Collector's CD-ROM-PC	■		MS-DOS 5.0	No	4MB	386DX/33	486	■	p.13
X-Wing Collector's CD-ROM-MAC	■		MacOS 7.1		8MB	68040 33MHz	68040 33MHz	■	p.13
X-Wing vs. TIE Fighter-PC	Coming			Yes					p.3
CONSOLE GAMES									
BallBlazer Champions-PSX	Coming								
Dark Forces-PSX	Coming								
Herc's Adventures-PSX and Sega	Coming								
Rebel Assault II-PSX	Coming								
Shadows of the Empire-Nintendo 64	Coming								

** Game will not run on a Power PC.*
If you run Windows 95, please pay special attention to the systems notes; except where noted, games are usually playable from MS-DOS mode.

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Fax: Send your completed order form via fax to 1-818-587-6629. If you encounter transmission problems, resend your fax after writing "DUPLICATE" on the top of your order form.

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Now this museum piece can have a place in your home.

NEW! ***You can own an authentic "Skywalker Lightsaber" from* Star Wars: A New Hope.**
From the new *Star Wars* Archive Collection, this exact prop replica of the Skywalker lightsaber used in *Star Wars: A New Hope* can now be permanently on display in your home. Painstakingly crafted in brushed spun steel, then nickel-plated exactly as the original, its components feature precision injection molding in high-quality resin and archival composite materials. In other words, this is practically the real thing. Looking at it up close, you can feel the excitement, experience the awe, touch the magic. But this limited edition is available for a limited time only. It arrives with an exclusive plexiglass display case, a custom numbered plaque and a numbered, signed certificate of authenticity.

30-001 Skywalker Lightsaber **$349.95**

04-021 Luke Skywalker Edition I, Front

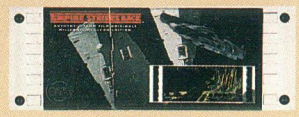
04-021 Luke Skywalker Edition 1, Back

04-028 Rebel Alliance Edition I, Front

04-028 Rebel Alliance Edition I, Back

04-022 Imperial Attack Edition I, Front

04-022 Imperial Attack Edition I, Back



04-023 *Millennium Falcon* Edition I, Front

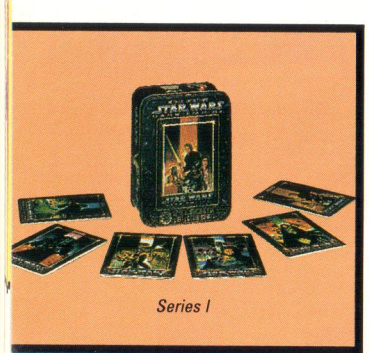
04-023 *Millennium Falcon* Edition I, Back

Authentic* The Empire Strikes Back *limited edition 70mm film frame originals.
For a limited time, you have the chance to own a one-of-a-kind 70mm film frame, presented in a protective, sealed acrylic holder and displayed with its unique history and story card. Each is numbered and limited to an availability of only 9,500 complete sets! No two are exactly alike! The film frame can be viewed with ambient light through the holder's die-cut window. Don't miss this rare opportunity to own actual footage from *The Empire Strikes Back* film. Order individually, or collect the complete set. **$24.95 each.** Order any four and save $11.80.

New:
04-021 Luke Skywalker Edition (ESB)
04-028 Rebel Alliance Edition (ESB)
04-022 Imperial Attack Edition (ESB)
04-023 *Millennium Falcon* (ESB)

Still available:
04-001 Luke Skywalker Edition
04-003 Princess Leia Edition
04-004 Ben Kenobi Edition
04-005 Han Solo Edition
04-006 Chewbacca Edition
04-007 Aliens & Creatures Edition
04-008 Galactic Empire Edition
04-009 Stormtroopers Edition
04-010 Rebel Alliance Edition
04-011 C-3PO Edition
04-012 R2-D2 Edition

WHO'S WHO . . .



Series I

Series II

A. Complete your collection!
Arriving in a matching tin, these card sets feature the remarkable artwork from the *Dark Empire* comic book series. Each set is individually numbered for authenticity. Set of six cards in each series.

08-012 *Star Wars: Dark Empire* Tin Trading Cards - Series I **$19.95**

NEW! **08-013** *Star Wars: Dark Empire* Tin Trading Cards - Series II **$19.95**

B. Celebrate the trilogy . . .
Card collectors rejoice! It's not too late to own both the *Star Wars: Return of the Jedi* and *Star Wars: The Empire Strikes Back* trading card series. Each has been individually numbered for collector verification. Set of 20 cards in each series.

08-007 *Star Wars: Return of the Jedi* Tin Trading Cards - Series III **$49.95**

08-001 Still available: *Star Wars: The Empire Strikes Back* Tin Trading Cards - Series II **$49.95**

The clever cover-up . . .
Great for him or for her, these boxer shorts are terrific for lounging. 100% cotton; machine washable. Made in the USA. Choose unisex S, M, L or XL.

20-002 *Star Wars* Boxer Shorts **$14.95**

Just say "Fett"!
(The Bounty Hunter)

When an unnamed (during screen time) Boba Fett was introduced in *The Empire Strikes Back*, who knew he would become one of the most popular *Star Wars* characters? Today this ruthless, intergalactic bounty hunter has a following all his own. Clad in the fearsome armor of the Mandalore super commandos, Fett has modified his outfit to become a walking arsenal. Aided by his well-equipped starship, *Slave I*, Fett is relentless as he tracks his prey. And, he figures prominently in the new *Shadows of the Empire* series.

NEW! ***Discover the intrigue of Cloud City – waiting inside Fett's head!***
Enthusiasts won't believe the incredible details found inside our Boba Fett Transforming Play Set. Open his face up to reveal the world of Cloud City – complete with booby traps and mini-figurines for hours of play. Re-create your favorite scenes from *The Empire Strikes Back*! 6¾"H.

16-016 Boba Fett Transforming Play Set **$22.95**

Did you know Boba Fett is a relentless bounty hunter who has worked for numerous individuals, including Jabba the Hutt and Darth Vader? It's true!

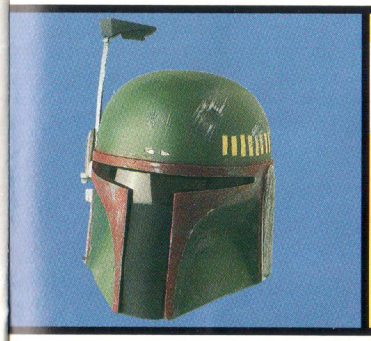
BOBA FETT:
Meet the fiercest of bounty hunters.

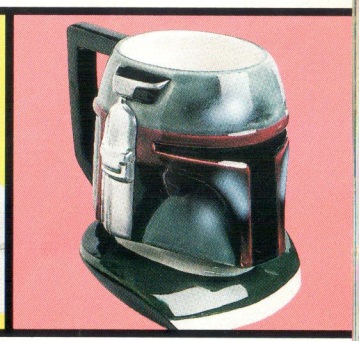
NEW! ***Study* Slave I *up close.***
Don't tell Boba Fett, but Kenner has re-created his fearsome starship, *Slave I*, down to the last detail. Rotate the blaster cannons to zero in on attacking ships, and open the cargo door to discover Han Solo frozen in carbonite. Measuring approximately 13"L in diameter, this amazing collectible features details that won't be believed – and it easily holds any Kenner action figure sold in LucasArts *Company Store* (see pages 2, 18, 20 and 21).

02-034 *Slave I* **$44.95**

NEW! ***This Boba Fett comic practically has a life of its own.***
You're eyes aren't playing tricks on you. This book features intriguing three-dimensional pop-ups that "come alive" as you turn from page to page. Follow the adventures of the notorious bounty hunter as he plots a course of relentless destruction and adventure. Full-color, 12 pages. 7" x 10½".

90-005 *Boba Fett Pop-Up Comic Book* **$19.95**





Get ahead with Boba Fett.
Don't wait until Halloween to don the mask of one of the hippest – and most sought-after – characters in the *Star Wars* universe. This brand-new, heavy-gauge plastic, two-piece mask creates fun every day of the year. For ages 8 and up.

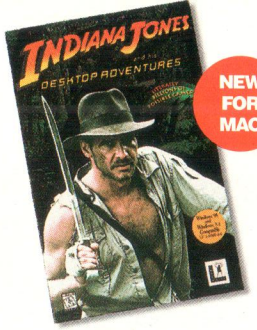
90-502 Boba Fett Mask **$79.95**

Wear Boba Fett out –
On the town, that is. Our nifty Boba Fett tee is a true fashion winner with every Boba Fett and *Star Wars* fan. 100% cotton and machine washable. Made in the USA. Choose M, L or XL.

09-004 Boba Fett Tee **$15.95**

Enjoy your morning coffee with Boba Fett.
Three-dimensional ceramic mug. Not for use in dishwashers or microwaves. Holds approximately 14 oz.

03-007 Boba Fett Ceramic Mug **$19.95**



NEW FOR MAC

Your computer will thank you.
Indiana Jones and His Desktop Adventures floppy game features action that can't be beat. The classic Fate of Atlantis™ is adventure gaming in its highest form.

01-048 Desktop Adventures - PC Windows 3.1 and Windows 95 3.5" DISK **$19.95**
Company Store Exclusive:
01-057 Desktop Adventures - MAC 3.5" DISK **$19.95**
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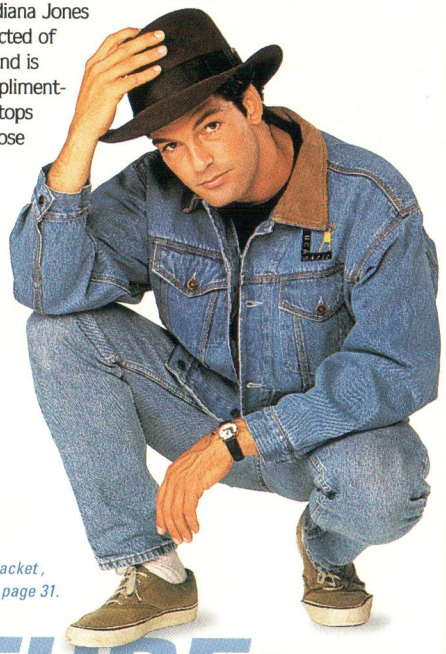
01-005 Fate of Atlantis - MAC 3.5" DISK **$14.95**

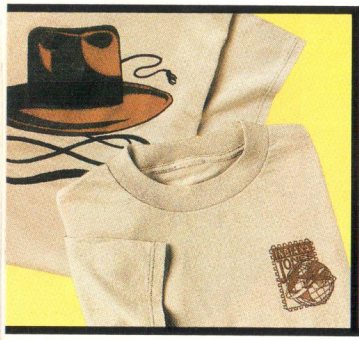
Top off your adventures the way Indiana does!
Our authentic Indiana Jones fedora is constructed of durable fur felt and is sure to be a compliment-grabber when it tops your crown. Choose S (6¾" - 6⅞"), M (7" - 7⅛"), L (7¼" - 7⅜") or XL (7½" - 7⅝").

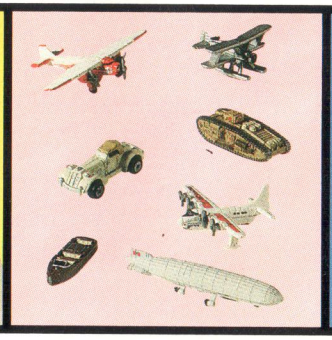
91-901 Adult Indiana Jones Fedora **$59.95**



For denim jacket, please see page 31.

ADVENTURE:
Nobody does it like Indiana Jones!





Dressed for action.
Our double-sided, silk-screened tee is what the well-dressed adventurer will be wearing this season. 100% cotton; machine washable. Made in the USA. Choose M, L or XL.

91-601 Indiana Jones Tee **$15.95**

The Indy Action Set.
This action-packed set features 10 durable plastic figures that you can arrange and rearrange for adventurous fun. Figures average approximately ⅝"H. For ages 4 and up.

16-014 Indiana Jones Action Set **$19.95**

NEW! ***The stylish Indy cap.***
Our savvy, 100% wool and suede leather brim cap has been subtly embroidered with a front and back design that will have you looking good in any season. Adjustable back-band; one size fits most.

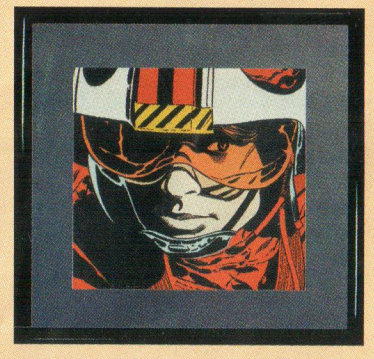
91-902 Indiana Jones Baseball Cap **$24.95**

Order Toll-Free, 24 Hours A Day
1.800.98.LUCAS

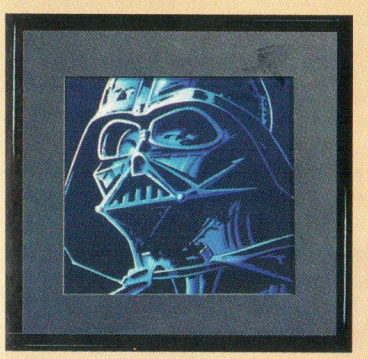
93-003 "International Video Box Key Art", by John Alvin. **$250.00**

ALL-NEW

NEW! ***Unique lithographs that capture the magic, the drama, the intrigue of the greatest film trilogy of all time.***
Fresh from the *Star Wars* vaults housing the original artwork, these all-new, limited-edition lithographs celebrate the award-winning art of *Star Wars* like no other lithographs have before them. What's more, each has been hand-signed and numbered – guaranteeing you a place in art collector's history. The "International Video Box Key Art" lithograph features three pieces of artwork by renowned Hollywood designer and artist John Alvin, who has captured the excitement of the trilogy in three inspired illustrations. Only 2,500 lithos have been created, and once they're gone, they're gone. It measures 19" x 31" and arrives elegantly framed and matted for instant display. Also framed and matted are the 29" x 29" modern-art lithos, "Luke" and "Vader." Each of these has been limited to an edition of only 500 and arrives with a certificate of authenticity. Created from the original cells that appeared in the famous *LA Times Star Wars* comic anthology, artist Al Williamson has brought a depth and dimension to characters who will live on in movie immortality forever. Each of these limited-edition lithos will be the hallmark of any collection and makes the ultimate gift for any trilogy or modern-art fan. And, of course, true *Star Wars* aficionados will want to own all three.

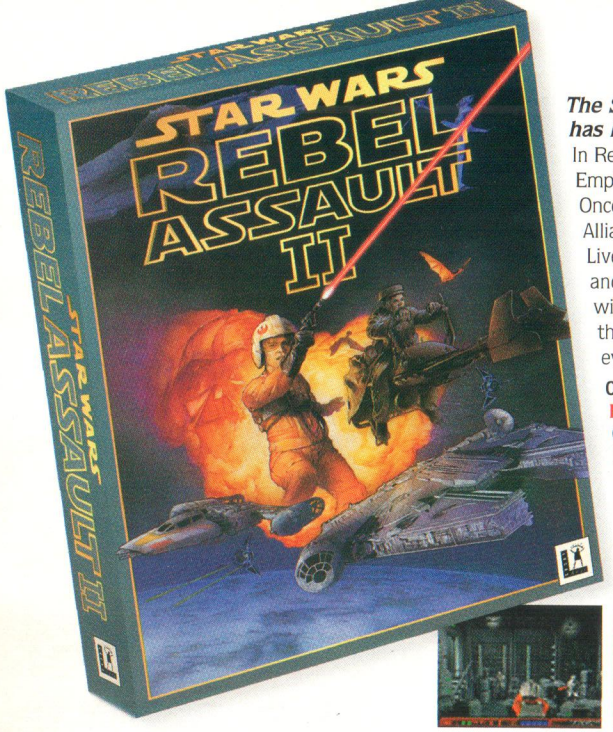


93-001 "Luke Skywalker", by Al Williamson. **$300.00**



93-002 "Darth Vader", by Al Williamson. **$300.00**

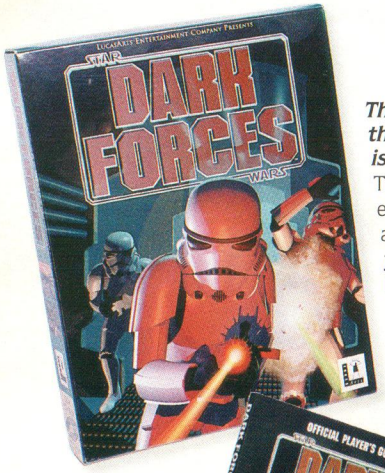
ARTWORK:
Inspired by a galaxy far, far away.



The Sequel to Rebel Assault™ has landed!

In Rebel Assault II™ - The Hidden Empire™, the Empire has developed a new secret weapon. Once deployed, it could eliminate the Rebel Alliance – unless *you* can save the day! Live-action video, state-of-the-art graphics and customizable game levels combine with edge-of-the-seat action to deliver the most amazing computer fun you've ever encountered.

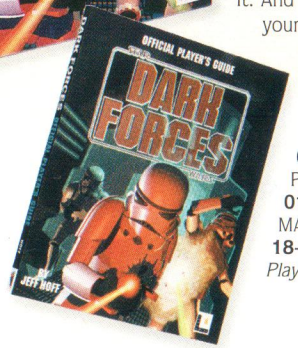
01-046 Rebel Assault II - PC CD-ROM
New lower price! **$29.95**
01-047 Rebel Assault II - MAC CD-ROM
New lower price! **$29.95**
18-003 *Rebel Assault II - Official Player's Guide* **$19.95**

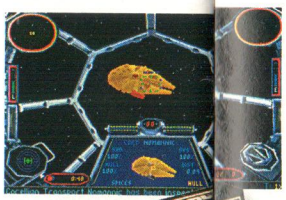


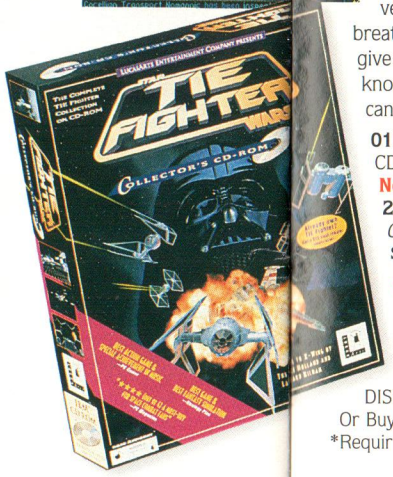
Thanks to Dark Forces™, the fate of the universe is in your hands.

The first game to incorporate exclusive *Jedi* 3D Technology is a *Star Wars* adventure that has you infiltrating the evil Empire in hopes of aiding the Rebel Alliance's covert operations division. It's you and your blaster against the entire Empire. Good luck – you'll need it. And if you'd like to fortify your luck with some helpful hints, don't leave the planet without the *Dark Forces Official Player's Guide.*

01-020 Dark Forces - PC CD-ROM **$29.95**
01-021 Dark Forces - MAC CD-ROM **$29.95**
18-001 *Dark Forces Official Player's Guide* **$18.95**







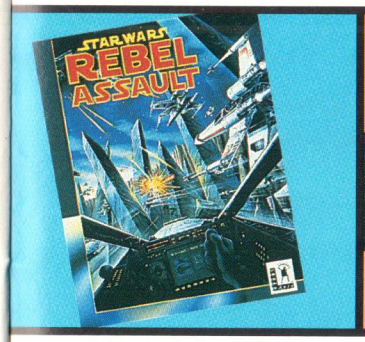
You've never experienced TIE Fighter™ like this . . .

Become a recruit of the Imperial Navy under the command of Darth Vader, and command all-new, never-before-experienced space vehicles that will leave you breathless. Just promise not to give away their secrets. (You know how nasty Darth Vader can get when he's betrayed.)

01-017 TIE Fighter Collector's CD-ROM - PC
New lower price! **$29.95**
24-003 *TIE Fighter Collector's CD-ROM - Official Player's Guide* **$19.95**

Still available:
01-016 TIE Fighter - PC 3.5" DISK **$29.95**
***01-032** Defender of the Empire - PC 3.5" DISK **$19.95**
Or Buy Both for **$39.95**
*Requires TIE Fighter

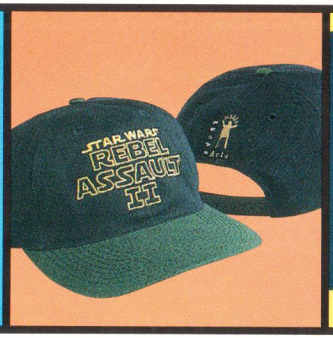
Did you know that the next *Dark Forces* adventure, *Jedi Knight*, will be releasing in early 1997.



You still have a chance to own Rebel Assault.

Don't miss out on this classic best-selling LucasArts game of all time!

01-013 Rebel Assault - PC CD-ROM **$29.95**
01-026 Rebel Assault - MAC CD-ROM **$29.95**
24-002 *Rebel Assault - Official Player's Guide* **$19.95**



Defending the universe on bad hair days.

The Rebel Assault II cotton twill baseball cap comes in navy/green with an adjustable plastic back-band. One size fits most.

23-002 Rebel Assault II Baseball Cap **$15.95**

Rebel with a fashion cause.

Our all-cotton henleys feature embroidered Rebel Assault II logos on the front chest and LucasArts logos on the left cuff. Machine wash. Adult sizes M, L or XL. Made in the USA.

92-601 Navy Henley **$32.95**
92-602 Natural Henley **$32.95**

GAME TIME:
Have you got the skills to survive?

Prepare your X-wing to do battle with Darth Vader.

The Rebel Alliance is counting on you to match your wits against the evil Empire's top pilots. X-Wing Collector's CD-ROM includes all of the eye-popping graphics and the ear-inspiring sounds of Imperial Pursuit, B-wing and six other fast-paced missions.

01-024 X-Wing Collector's CD-ROM - PC
New lower price! **$29.95**
01-025 X-Wing Collector's CD-ROM - MAC
New lower price! **$29.95**
24-001 *X-Wing Strategy Guide* **$19.95**

Still available:
01-007 X-Wing - PC 3.5" DISK **$24.95**
***01-030** B-Wing - PC 3.5" DISK **$19.95**
***01-029** Imperial Pursuit - PC 3.5" DISK **$19.95**
Or Buy All 3 for **$39.95**
*Requires X-Wing

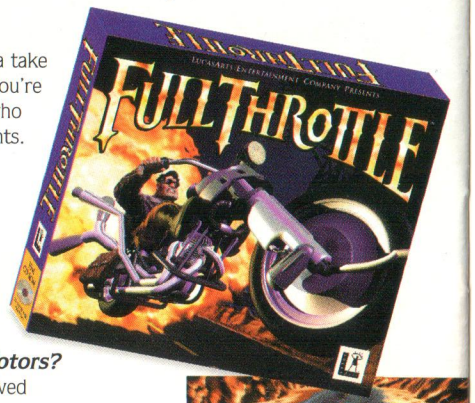
Order Toll-Free, 24 Hours A Day
1.800.98.LUCAS

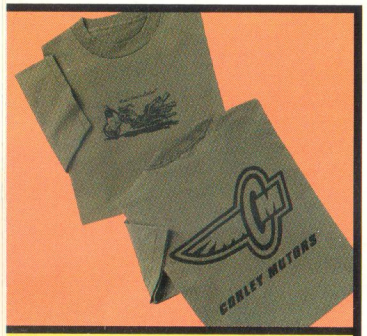
ACTION:

Rev up for the excitement of your life.

Take a ride to the edge of sanity.
The intense CD-ROM action of Full Throttle™ is gonna take you, shake you and maybe even break you – unless you're savvy enough to become Ben, a new breed of hero who just might be able to overcome the brutal predicaments. Did we mention that you're framed for murder and that the odds are stacked against you? Dare you tread into Full Throttle territory? We thought so.

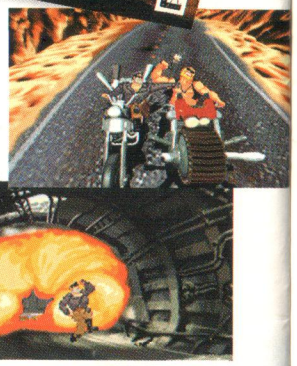
01-022 Full Throttle - PC CD-ROM **$29.95**
01-023 Full Throttle - MAC CD-ROM **$29.95**
18-002 *Full Throttle Strategy Guide* **$19.95**





What's Corley Motors?
Anyone who's survived Full Throttle knows. And our two-sided, silk-screened tee is a great game master's statement. 100% cotton; machine washable. Made in the USA. Choose M, L or XL.

91-701 Corley Motors Tee **$18.95**



NEW! ***Music and madness from the Gone Jackals.***
Those masters of maniacal music present their first audio CD full of the kind of music that Full Throttle adventures are made of 36:06 minutes.

92-002 *Out and About with the Gone Jackals* Audio CD I **$16.95**

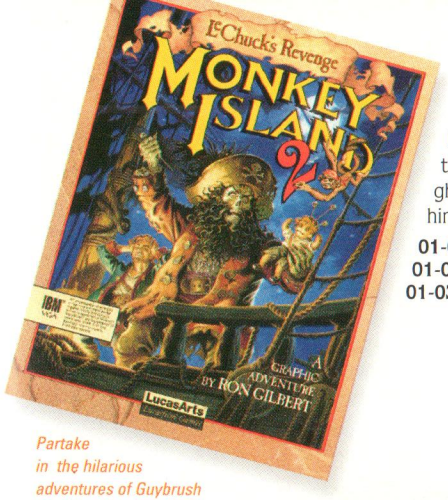
Listen up – and party hard to the original music of Full Throttle.
Gone Jackals, the band that brings the Full Throttle soundtrack to life, kicks this audio CD into high gear with rockin' tunes to complement a tough-as-nails biker's every mood – and we mean it. 44:04 minutes.

92-001 *Bone to Pick* - Gone Jackals Audio CD II **$16.95**

special offer!

The Full Throttle bonus!
Order Full Throttle directly from the *Company Store*, and receive a free game-inspired rubber key ring – your free gift-with-purchase. (After all, we want you to feel the part during game play.)
Not available separately.

RIDE TOUGH

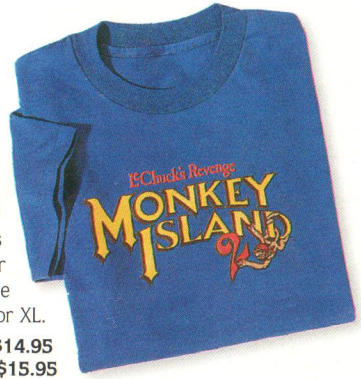


Partake in the hilarious adventures of Guybrush Threepwood!

Did you know that you can look for the next adventure, *The Curse of Monkey Island*™, in early 1997?

Return to Monkey Island . . .
Kids and adults alike will love the further misadventures of Guybrush Threepwood. This time out, the ghost pirate LeChuck is out for revenge – you killed him once, but he's too mad to stay dead.

01-004 Monkey Island 2™ - PC 3.5" DISK **$19.95**
01-006 Monkey Island 2 - MAC 3.5" DISK **$19.95**
01-033 *Monkey Island 2 Hint Book* **$9.95**



Feel like monkeying around?
Who doesn't? And lucky for you, we've got a tee that's been inspired by our popular Monkey Island 2 computer game, in sizes for the entire family. 100% cotton; machine washable. Choose kid sizes M or L, or adult sizes M, L or XL.

91-706 Monkey Island Tee - Kid Sizes **$14.95**
91-707 Monkey Island Tee - Adult Sizes **$15.95**

STAR WARS:

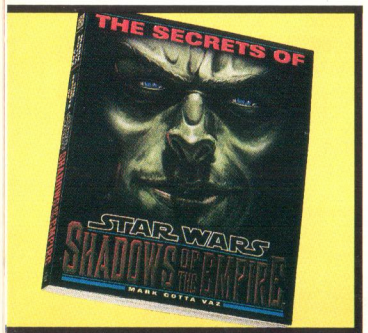
The Trilogy's ultimate game collection.

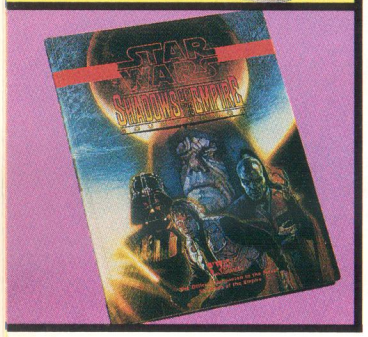
NEW! ***Do you and your PC have what it takes to handle Star Wars' greatest hits?***
Jam-packed with hits, you'll find six stunning CD-ROMs that will take your PC to the *Star Wars* universe as only LucasArts can. We're including Dark Forces™ Super Sampler Edition with three playable levels, Rebel Assault™ and TIE Fighter Collector's CD-ROM™, along with Rebel Assault II™ (two CDs), and Making Magic: a world-exclusive, interactive CD-ROM gives you an incredible peek at the much anticipated theatrical release of the *Star Wars Trilogy Special Edition*. Are you and your PC ready to take the ultimate *Star Wars* journey? Order this over-$150 value today!

01-058 LucasArts Archives Vol. II: The *Star Wars* Collection **$46.95**

Order Toll-Free, 24 Hours A Day
1.800.98.LUCAS

REAL PAGE-TURNERS



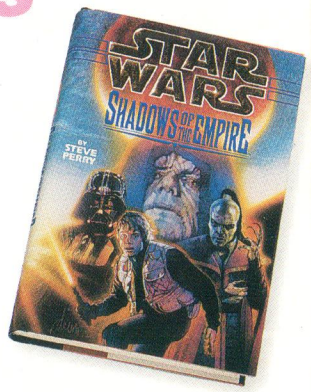


NEW! ***Go behind the scenes of* Shadows . . .**
This incredible book is full of all the intriguing facts and secrets that went into the creation of the new *Star Wars* multimedia adventure *Shadows of the Empire*. Softbound; 297 pages. Includes detailed illustrations and special offers for more *Shadows* memorabilia.

07-009 *The Secrets of Shadows of the Empire* Book **$14.95**

NEW! ***Here's the inside scoop on what's what in the world of* Shadows.**
No collector will want to be without this *Shadows of the Empire Collector's Guide*, which includes every bit of information you'll need to have the ultimate *Shadows* collection. Softbound; 127 pages.

92-901 *Shadows of the Empire Collector's Guide* **$19.95**



NEW! ***The novel that started it all.***
Thrill to the dark adventures of *Shadows of the Empire*, by acclaimed science-fiction author Steve Perry – an all-new *Star Wars* saga that takes place between *The Empire Strikes Back* and *Return of the Jedi*. Hardbound; 340 pages.

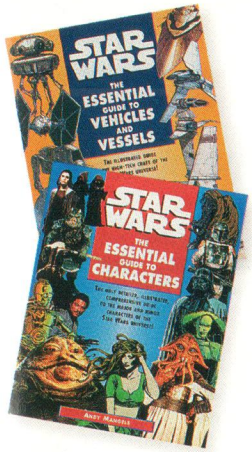
28-001 *Shadows of the Empire* - The Novel **$22.95**

LIBRARY:
Read all about your *Star Wars* faves!

NEW! ***An exclusive peek into the effects-filled world of Industrial Light & Magic.***
These days, no major Hollywood production is complete without utilizing the wizardry available through ILM – the intensive special-effects unit that has created some of the most memorable scenes in motion-picture history. This deluxe coffee-table book explores this amazing world with incredible, full-color photographs, rich historical information and exclusive, never-before-published interviews with the masterminds of ILM. Hardbound; 358 pages.

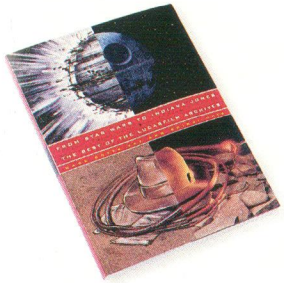
07-010 *Industrial Light & Magic: Into the Digital Realm* **$79.95**

Order Toll-Free, 24 Hours A Day
1.800.98.LUCAS



Can you identify a Dreadnaught?
No *Star Wars* aficionado will want to be without both of these tell-alls: *The Essential Guide to Vehicles and Vessels* and *The Essential Guide to Characters*. Each features incredible details, histories and facts about the *Star Wars* universe that have never before been documented in one complete resource. Each measures 11" x 8¼" and is softbound; 202 pages.

07-006 *The Essential Guide to Vehicles & Vessels* **$18.95**
07-007 *The Essential Guide to Characters* **$18.95**



Celebrate the masterworks of George Lucas.
This collector's book is full of fascinating facts and intriguing information and pictures chronicling now-classic film trilogies, *Indiana Jones* and *Star Wars*. 11½" x 9". Color and black and white. Softbound; 208 pages.

15-001 *From Star Wars to Indiana Jones* Book **$22.95**

Need help navigating your way around the* Star Wars *universe?
Sure you do! And our revised and expanded insightful guide is just the ticket to discovering fun facts about characters, vehicles, planets and battles you'll encounter. A must for any *Star Wars* trivia buff or the serious collector. 5½" x 8¼". Color and black and white. Softbound; 448 pages.

07-002 *A Guide to the Star Wars Universe* Book **$9.95**

Technically speaking . . .
You won't want to be without this essential book that takes an in-depth look at the spacecraft and exotic locales, along with the intense histories, of the Imperial and Rebel forces. Features an eight-page fold-out of *Star Wars*-inspired blueprints. 11" x 8¼". Color and black and white photos. Hardbound; 190 pages.

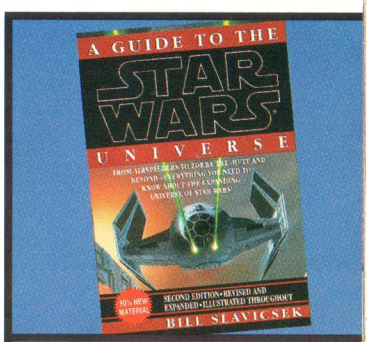
07-008 *Star Wars Technical Journal* **$34.95**

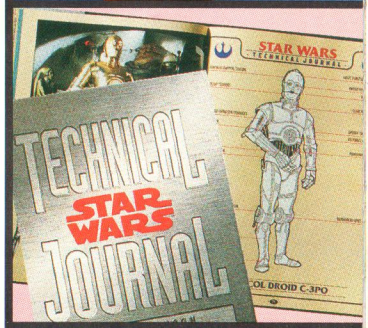
Our collection of Dark Horse comic books just got bigger.
Collectors know the value in owning the first collection of the *Dark Empire* comic books. Now you have a chance to own Series II, plus the *Star Wars* Classic version of Escape to Hoth.

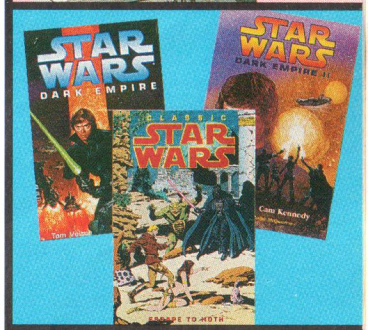
90-001 *Star Wars* Dark Empire Comic Book Collection I **$19.95**
90-002 *Star Wars* Dark Empire Comic Book Collection II **$19.95**
90-006 Classic *Star Wars* Escape to Hoth Comic Book **$19.95**

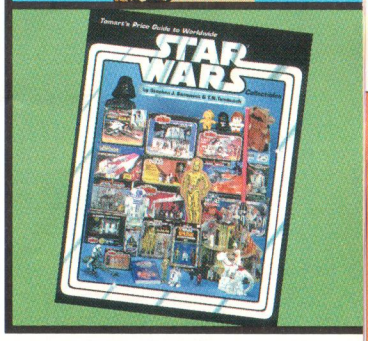
Calling all collectors! Here's the book you've been waiting for.
As the 20th anniversary of the first *Star Wars* film approaches, the popularity – and value – of collectibles inspired by the trilogy increases. This essential guide is your complete source of current authentication, worth and more. 8" x 11". Color and black and white. Softbound; 224 pages.

90-901 *Tomart Star Wars Collectibles Price Guide:* 2nd Edition **$26.95**









BOOK 'EM

KENNER:
Collectibles & toys that can't be beat.

NEW! ***These "bad guys" are getting together.***
Has Darth Vader met his match in *Shadows of the Empire*'s evil Prince Xizor? Perhaps – because when these evil-doers get together, pandemonium breaks out across the galaxy. In the meantime, you'll want to add these all-new 2-pack, 3¾"H Kenner action figures to your collection. Each fits inside the Kenner vehicles sold throughout LucasArts *Company Store*. Set includes a full-size Dark Horse *Shadows* comic book. Special two-figure blister pack.

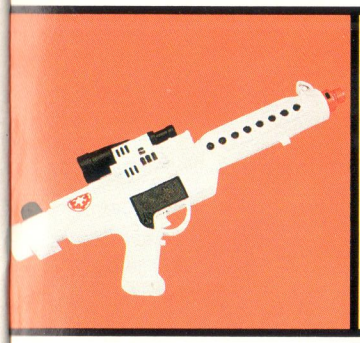
02-048 Darth Vader and Prince Xizor 2-Pack Set **$18.95**

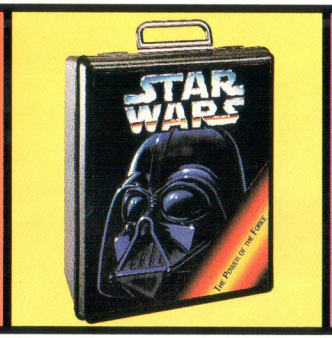
NEW!
Boba Fett and IG-88 are primed and ready for* Shadows *action.
The notorious Boba Fett and the mysterious IG-88 have been painstakingly crafted into 3¾"H action figures. Also included are their specially detailed blaster weapons. Get in on the action – today. Set includes a full-size *Shadows* comic book. Special two-figure blister pack.

02-049 Boba Fett and IG-88 2-Pack Set **$18.95**

Get around the planet fast.
Luke knows there's no better way to go from place to place than in the landspeeder vehicle from Kenner. Constructed of durable plastic, this vehicle includes movie-inspired detailing, "hovering" gear and a pop-open hood. Holds any two action figures. 9"L x 6"W.

02-001 Landspeeder Vehicle **$16.95**





NEW! **Star Wars *Blaster Rifle.***
This weapon is a favorite of stormtroopers everywhere (and great when used in coordination with our stormtrooper mask on page 4). With flashing lights and realistic sounds. Includes two AA batteries. 20½"W x 2¾"D x 8¾"L.

02-040 Blaster Rifle **$26.95**

NEW! **Star Wars *Collector's Carrying Case.***
You can take all of your Kenner collectibles with you – packed inside this convenient, heavy-weight plastic case, with closing latch and inside compartments for total organization. 11¼"W x 5¾"D x 13½"L.

02-037 Carrying Case **$14.95**

NEW! **Star Wars *Blaster Pistol.***
Any fan of the trilogy knows this is Han Solo's weapon of choice. This heavyweight plastic gun features realistic battle sounds as featured in the *Star Wars* films. 20½"W x 2¾"D x 8¾"L. Includes two AA batteries.

02-039 Blaster Pistol **$18.95**

IT'S ALL IN THE DETAILS . . .

NEW! ***This snowspeeder arrives with all the bells and whistles.***
Exciting laser cannon and engine sounds can be heard coming from this expertly crafted snowspeeder, along with an array of flashing laser cannon lights for non-stop fun. This vehicle can hold any two Kenner action figures (not included). Requires two C batteries (not included).

02-035 Snowspeeder Vehicle **$44.95**

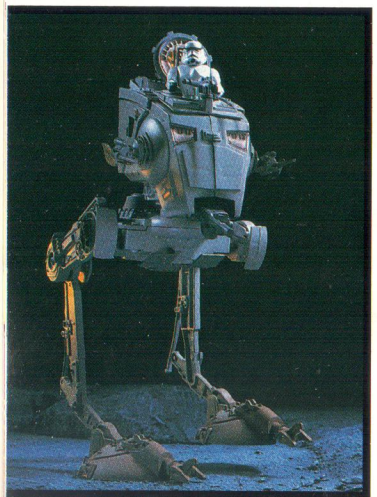
The cockpit holds any Kenner action figure sold in this catalog.

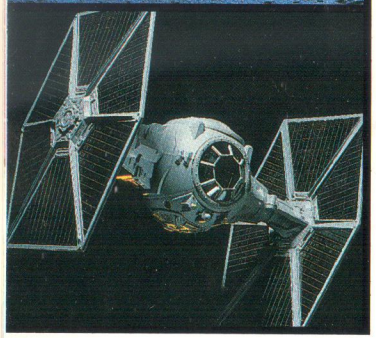
The authentic details will keep you fascinated for hours. 12"L x 10½"W wingspan.

The snowspeeder includes flashing laser cannon lights!

Order Toll-Free, 24 Hours A Day
1.800.98.LUCAS

GO FIGURE





The Imperial Scout Walker is comin' at you.
Watch out! This durable plastic Imperial Scout Walker features charging legs and rotating gun turrets, not to mention a cockpit for any of the action figures sold on these pages. 11½"H x 5½"W.

02-013 Imperial AT-ST (Scout Walker) **$29.95**

The authentic TIE fighter from Kenner.
Official detailing includes "blast-off" solar-powered wings for fun of universal proportions. Holds one Kenner action figure (not included). 9"H x 10¾"W x 7"L.

02-012 TIE Fighter Vehicle **$29.95**

02-030
Han Solo in Hoth Gear

02-002
Luke Skywalker with Grappling-Hook Blaster and Lightsaber

02-004
Darth Vader with Lightsaber and Removable Cloak

The gang's all here.
Kenner's realistic action figures are suited up and ready for the kind of action the *Star Wars* trilogy is famous for. Each features movable parts, and figures can be used with your choice of vehicles shown throughout this catalog. Each figure is approximately 3¾"H. Lightsabers may vary in length. Customer purchases are limited to no more than three of any one action figure. *Quantities limited to stock on hand.*

Sorry, figures are not available for individual sale.

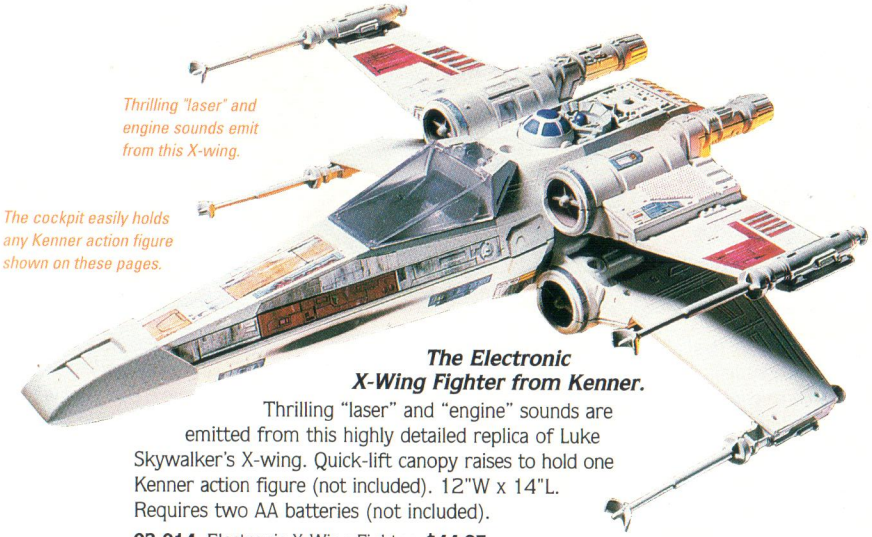
02-002	Luke Skywalker	**02-010**	Chewbacca
02-003	Han Solo	**02-021**	Boba Fett
02-004	Darth Vader	**02-022**	Luke in X-Wing
02-005	C-3PO	**02-030**	Han in Hoth Gear
02-006	R2-D2	**02-031**	Luke in Dagobah

Above listed figures are available in sets of three or more of your choice - **$7.00 each.** Purchases may be combined with *Shadows* figures on page 2.

02-005
C-3PO with Realistic Metallic Body

Order Toll-Free, 24 Hours A Day
1.800.98.LUCAS

DID YOU KNOW the following are some Kenner toys that never made it to the final toy stage: gaderffii stick toy weapon and Aunt Beru and Uncle Owen Lars toy action figures?



Thrilling "laser" and engine sounds emit from this X-wing.

The cockpit easily holds any Kenner action figure shown on these pages.

The Electronic X-Wing Fighter from Kenner.
Thrilling "laser" and "engine" sounds are emitted from this highly detailed replica of Luke Skywalker's X-wing. Quick-lift canopy raises to hold one Kenner action figure (not included). 12"W x 14"L. Requires two AA batteries (not included).

02-014 Electronic X-Wing Fighter **$44.95**

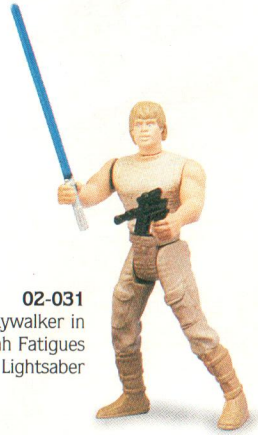
02-021
Boba Fett with Sawed-Off Blaster Rifle and Jet Pack

02-022
Luke Skywalker in X-Wing Gear

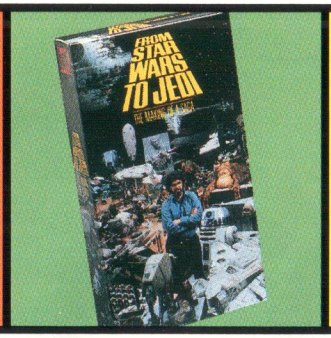
02-003
Han Solo with Heavy Assault Rifle and Blaster Pistol

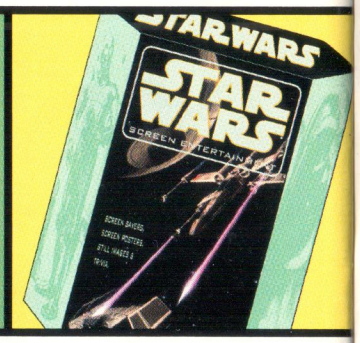
02-010
Chewbacca with Bowcaster and Heavy Blaster Rifle

02-006
R2-D2 with Light-Pipe Eye Port and Retractable Leg



02-031
Luke Skywalker in Dagobah Fatigues with Lightsaber





What time is it in the* Star Wars *universe?
Probably time to watch the trilogy again! And this sleek watch is the best way to keep track of the hours.

92-301 Darth Vader THX Watch **$49.95**

Get an exclusive video-peek behind the scenes.
Join Mark Hamill as he narrates an insider's look at the secrets of the most spectacular trilogy in motion-picture history. You'll thrill to behind-the-scenes footage and unfinished scenes, as well as other insights and special effects that fueled the creation of the *Star Wars* universe.

90-203 *From Star Wars to Jedi* Video **$9.95**

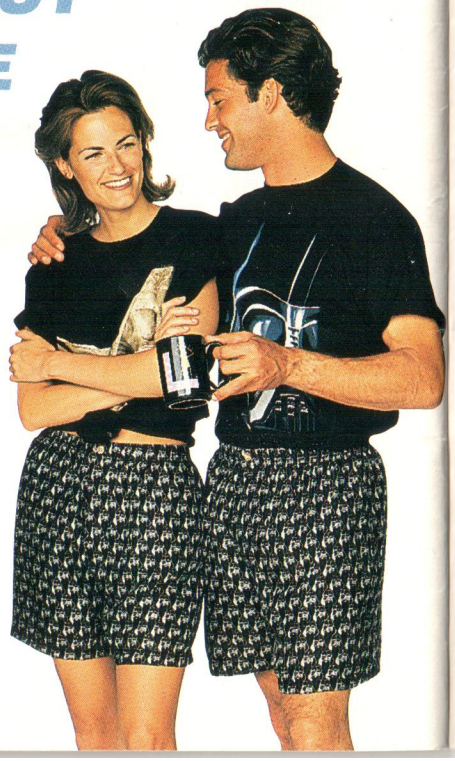
Let* Star Wars *invade your computer.
No computer is complete without *Star Wars* Screen Entertainment™, a valuable trivia guide program that includes fact-filled character bios, spaceship schematics, dangerous Jawas and a special message from George Lucas about the next *Star Wars* films.

01-018 *Star Wars* Screen Entertainment - PC Windows 3.5" DISK **$19.95**
01-019 *Star Wars* Screen Entertainment - Color MAC 3.5" DISK **$19.95**

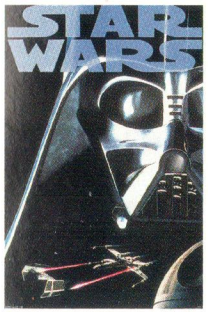
FAR-OUT STYLE

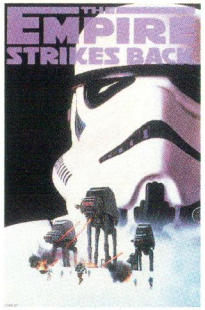
Clothes with more than a little character.
Celebrate the power of the Force up close and personal. Our silk-screened trilogy tees are made of 100% cotton; machine washable. Made in the USA. Choose M, L or XL. Add our soft, ultra-comfortable all-silk Vader boxers for even more *Star Wars* style. The unique allover design is great for lounging by both guys and gals. Hand washing recommended. Adult sizes M, L or XL. Made in the USA.

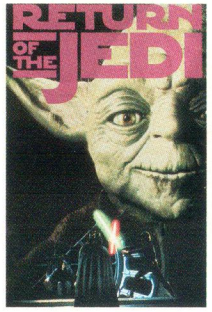
09-001 *Star Wars* Tee **$15.95**
09-002 *The Empire Strikes Back* Tee **$15.95**
09-003 *Return of the Jedi* Tee **$15.95**
20-006 Darth Vader Boxer Shorts **$18.95**



TRILOGY:
The Force can easily be with you.







***Star Wars* posters.**
Inspired by the artwork on the THX digitally mastered trilogy, these amazing 24" x 36" heavyweight posters with metallic ink are suitable for framing.

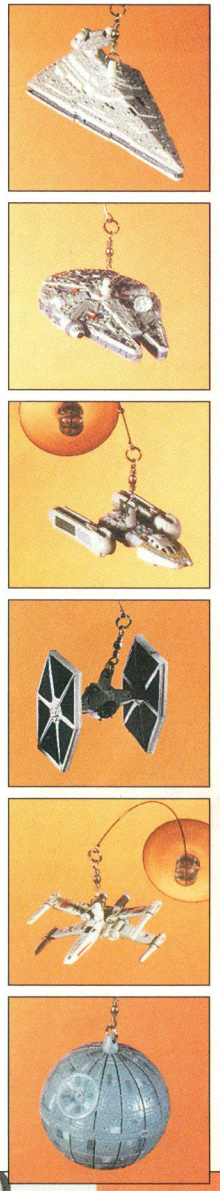
12-004 *Star Wars* Trilogy Poster Set **$15.95**

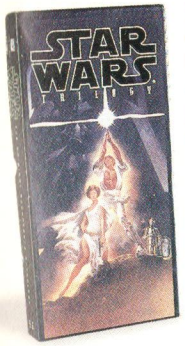
Your "ties" to the Force . . .
Wield true power wearing one of our 3¼"-width ties that celebrate the *Star Wars* trilogy. Choose Darth Vader, stormtrooper or Yoda – or our all-silk Gallactic black print, Rebel blue print or Darth Vader "power" tie. Made in the USA.

A. 20-003 *Star Wars* Tie **$19.95**
B. 20-004 *The Empire Strikes Back* Tie **$19.95**
C. 20-005 *Return of the Jedi* Tie **$19.95**
D. 20-008 Rebel Silk Tie **$24.95**
E. 20-009 Imperial Tie **$24.95**
F. 20-007 Darth Vader Silk Tie **$24.95**

Just hangin' around . . .
Star Wars Danglers turn any smooth surface – a computer screen, file cabinets, windows and more – into a film buff's haven. Use all six together, or give them away as individual gifts. Set of six includes Imperial Star Destroyer, *Millennium Falcon*, Rebel Y-wing, Rebel X-wing, Imperial TIE fighter and Death Star. Each measures approximately 1½"W.

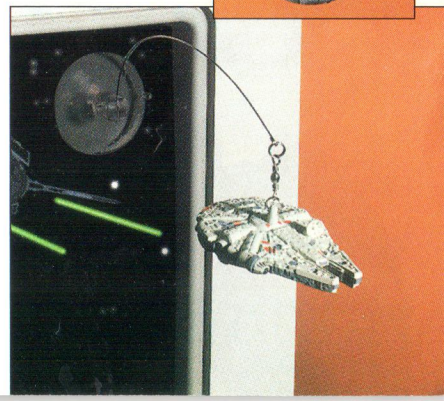
03-008 Dangler Vehicle Set **$24.95**





The music is going to move you . . .
Relive the thrilling moments and escapades as you hum along with the score of all three *Star Wars* soundtracks on four digitally mastered compact discs. Complete with previously unreleased tracks. Performed by the London Symphony Orchestra with composer John Williams conducting.

91-001 The Complete *Star Wars* Soundtrack **$75.95**



***Incredibly detailed dolls capture the spirit of* Star Wars.**
Inspired by classic scenes from the *Star Wars* trilogy, these vinyl dolls feature strikingly realistic details and come complete with movable parts and their own accessories. Choose Princess Leia Organa in Endor outfit with removable headgear, Chewbacca carrying a dismantled C-3PO, Darth Vader with cloth cape, Boba Fett with movable arms and gun, Emperor Palpatine with a glow-in-the-dark hand, Han Solo disguised as a stormtrooper with removable helmet, Tusken Raider with movable head, Luke Skywalker in training with Yoda.

A. 03-020 Princess Leia (9"H) **$16.95**
B. 03-009 Chewbacca (10¾"H) **$16.95**
C. 03-021 Darth Vader (10¾"H) **$16.95**
D. 03-022 Boba Fett (10¾"H) **$16.95**
E. 03-023 Emperor Palpatine (10"H) **$16.95**
F. 03-012 Han Solo (10"H) **$16.95**
G. 03-024 Tusken Raider (10¼"H) **$16.95**
H. 03-011 Luke Skywalker (9¼"H) **$16.95**

new:
I. 03-030 Dash Rendar (10½"H) **$16.95**
J. 03-031 Prince Xizor (11"H) **$16.95**

The Droids are coming! The Droids are coming!
Fresh from the *Star Wars* trilogy comes a realistic – and rare – assembly of action-inspiring droids. All 16 of these "manufactured" creatures include moving parts and an amazing, metal-like finish that adds to their intergalactic structure. Each mini character measures approximately 1"H.

16-019 Droids Collection **$22.95**

R2-D2 said what?
You heard him! This durable plastic, voice-activated R2-D2 does more than look cute on your desk. It also "repeats" everything you say – so keep it clean. Great as a gift – especially for yourself. Uses four AA batteries (included).

19-004 "Talking" R2-D2 **$32.95**

Good morning, Vader!
If anyone can get you out of bed, Darth Vader can – especially with this novel AM/FM alarm clock radio, with built-in antenna and rotary volume control. 5½"W x 5⅞"H. Uses three AA batteries (not included).

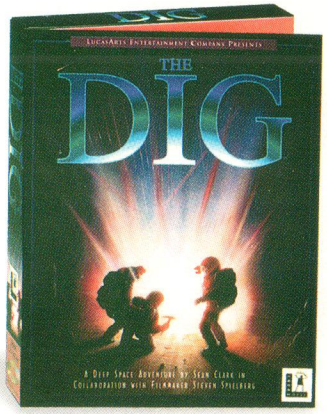
19-003 Darth Vader Alarm Clock **$29.95**

FILL 'EM UP

Star Wars *collector's mugs.*
No collection is complete without our inventive ceramic coffee mugs that feature the realistic, three-dimensional faces of your favorite *Star Wars* characters. Not recommended for use in microwaves or dishwashers. Each arrives gift-boxed and holds approximately 14 oz.

A. 03-006 C-3PO Mug **$19.95**
B. 03-016 Han Solo Mug **$19.95**
C. 03-015 Gamorrean Guard Mug **$19.95**
D. 03-014 Bib Fortuna Mug **$19.95**
E. 03-004 Darth Vader Mug **$19.95**
F. 03-018 Emperor Palpatine Mug **$19.95**
G. 03-005 Stormtrooper Mug **$19.95**
H. 03-017 Tusken Raider Mug **$19.95**

Order Toll-Free, 24 Hours A Day
1.800.98.LUCAS

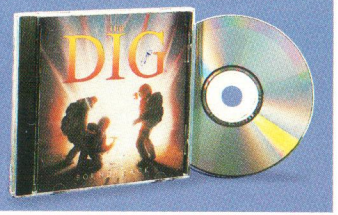


The greatest mystery of all awaits.
An unbelievable adventure is waiting for you on the other side of your computer screen. A team of astronauts has been mysteriously transported to an alien world, where they must uncover artifacts of an ancient yet advanced civilization. With ILM-contributed special effects, a sensational musical score, over 200 locations and hundreds of puzzles, The Dig™ promises to take you where you've never been before. Windows 95 compatible.

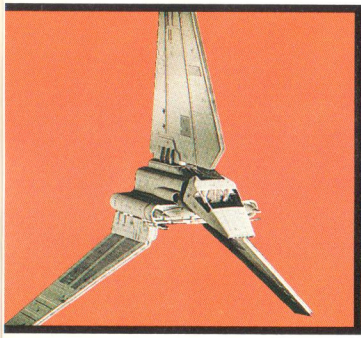
01-031 The Dig - PC CD-ROM
New lower price! **$29.95**
01-049 The Dig - MAC CD-ROM
New lower price! **$29.95**
18-004 *The Dig Strategy Guide* **$19.95**

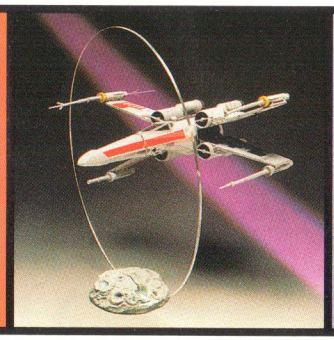
Compelling. Moving. Alluring. The Dig Soundtrack.
The entrancing Wagnerian musical score will leave you spell-bound for hours and help you relive your adventures even when away from your PC. On digitally mastered compact disc. Includes a LucasArts Super Sampler Demo CD-ROM.

91-301 The Dig Soundtrack on CD **$15.95**



INSPIRED:
Take off with our galactic inspirations.



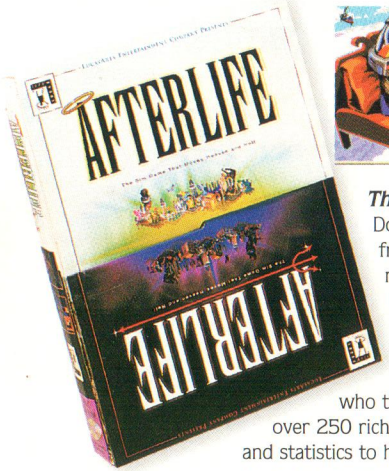


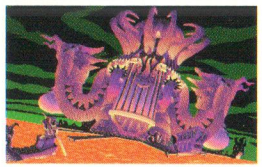
Put it together yourself.
The Shuttle *Tydirium* model kit comes complete with its own display stand. Paint and model glue not included. For ages 8 and up.
10-009 Shuttle *Tydirium* Model Kit **$14.95**

NEW! ***Your very own X-wing Display . . .***
This inventive display model kit provides this detailed X-wing fighter with the appearance of in-flight action. Includes authentic decals. Paint and cement not included.
10-014 X-wing Fighter Flight Display **$24.95**

NEW! ***Inside edition.***
Now you can study the intricately detailed inner structure of Han Solo's *Millennium Falcon* with this brand-new cutaway model kit. Paint and model glue not included. For ages 8 and up.
10-012 *Millennium Falcon* Cutaway Model Kit **$29.95**

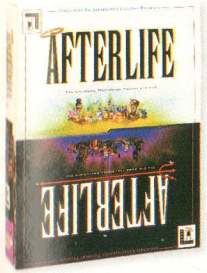
Did **you know** at any point in the game *Afterlife*, you can type $@! to get 10,000,000 pennies? Type this more than five times in a row to get a "deathly" surprise.





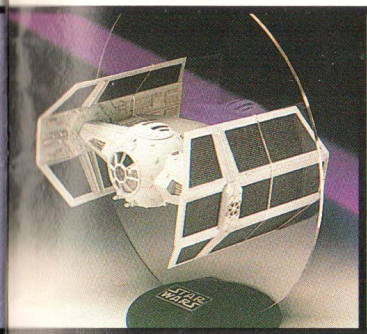
The Last Word in Sims.
Do you have what it takes to manage souls departing from the alien world below? Not only do you have to maintain order in heaven and hell, but you've also got to watch out for tongue-and-cheek natural disasters such as The Disco Inferno, Hell Freezes Over and The Heaven Nose (you've got to see it to believe it). This is the ultimate world-building simulation for anyone who thinks they can handle immortality. Afterlife™ features over 250 richly detailed tiles and structures, and dozens of graphs and statistics to help you chart your progress – or failure.

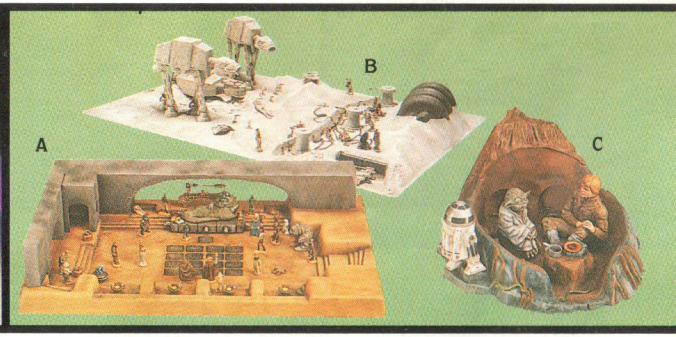
01-053 Afterlife - IBM PC CD-ROM (DOS & Win. 95 compatible) **$44.95**
01-054 Afterlife - MAC CD-ROM **$44.95**



If you're getting the game, you'll want the hints.
18-005 *Afterlife Official Player's Guide* **$19.95**

The all-powerful cap.
Striking embroidery highlights the Afterlife logo on the front and LucasArts logo on the side. Adjustable clasp-strap in back. Black cotton twill. One size fits most adults. Made in the USA.
92-402 Afterlife Baseball Cap **$16.95**





NEW! ***The TIE Fighter takes flight.***
Or so it appears – thanks to our sought-after display model kit. A *Star Wars* badge for base display has been included for authenticity. Paint and cement not included.
10-013 TIE Fighter Flight Display **$24.95**

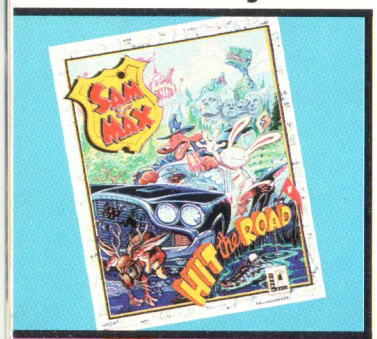
Re-create famous scenes from the* Star Wars *trilogy.
You'll have lots of fun putting these sets together – and even more fun displaying them or using them to re-enact the classic scenes. Choose Jabba the Hutt and His Throne Room, the infamous Battle of Hoth, or Encounter with Yoda. Paint and cement not included. For ages 8 and up.

A. 10-011 Jabba and His Throne Room Model Set **$14.95**
B. 10-008 Battle of Hoth Model Set **$14.95**
C. 10-010 Encounter with Yoda Model Set **$14.95**

Order Toll-Free, 24 Hours A Day
1.800.98.LUCAS

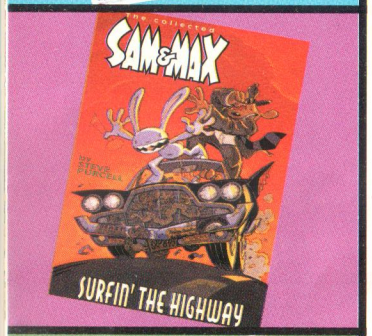
TURN IT ON:

Plug into our most popular games.



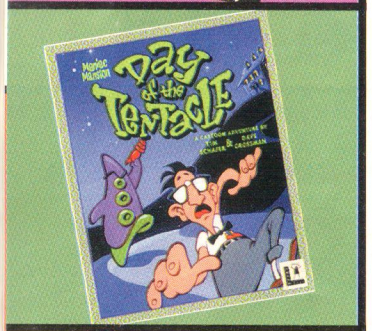
Sam & Max hit the road.
Join the cross-country search for the missing Bigfoot, with hilarious freelance police officers Sam & Max.

01-012 Sam & Max Hit the Road - PC 3.5" DISK **$14.95**
01-011 Sam & Max Hit the Road - PC CD-ROM **$14.95**
01-045 Sam & Max Hit the Road - MAC CD-ROM **$14.95**
01-040 *Sam & Max Hint Book* **$9.95**



The adventures of Sam & Max continue . . .
Those lovable characters from one of your favorite computer games come alive in this first complete volume of Sam & Max comic book adventures. Also includes interactive game and activity pages!

92-201 Sam & Max Comic Book **$15.95**



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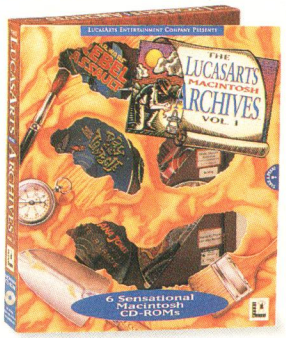

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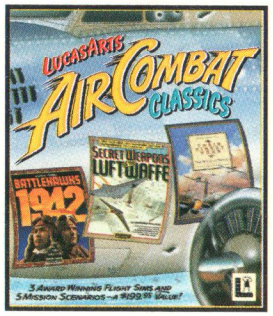

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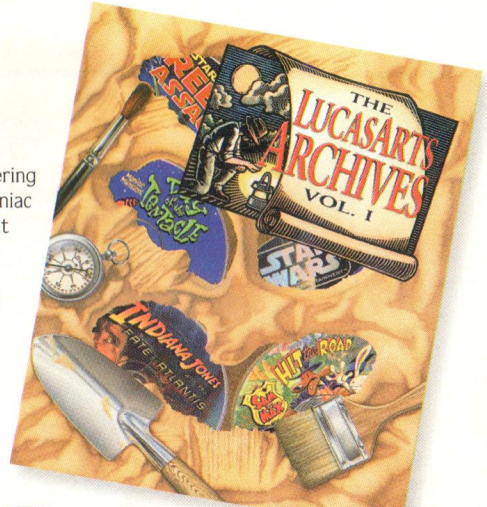

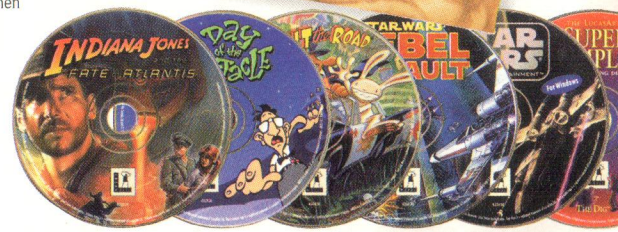

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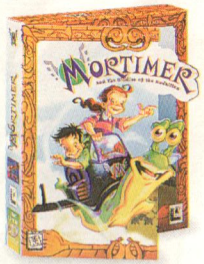

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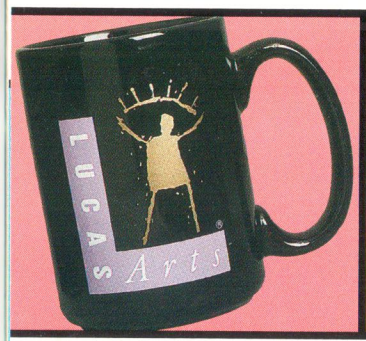

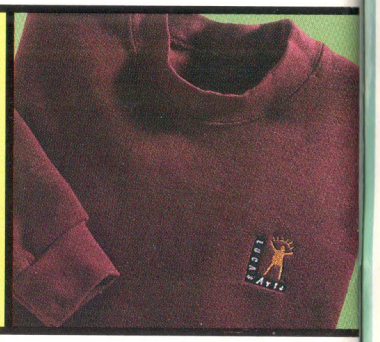

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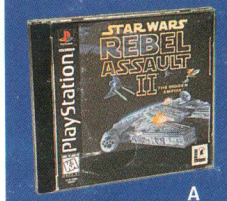

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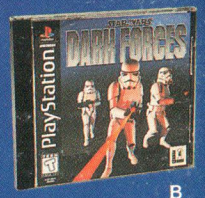

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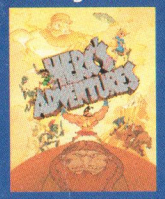

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